

ISSUE NO.
244
JUNE
JULY/AUGUST PRE-ORDER

GTM

GAME TRADE MAGAZINE

OUR
COMEBACK
WILL BE
BIGGER
THAN OUR SETBACK!

WarLock

TILES

THE NEXT LEVEL IN DUNGEON CREATION

WIZKIDS



\$3.99 US \$3.72 CAN



PRINTED IN CANADA

IN THIS ISSUE:

- MARVEL'S FIRST FAMILY FINALLY RETURNS TO *HEROCLIX* WITH *FANTASTIC FOUR COSMIC CLASH STARTER SET*, *BOOSTER BRICK*, AND MORE!
- SCOUR THE RADIOACTIVE DUST OF THE FROZEN NORTH SEARCHING FOR SURVIVORS IN *LAST AURORA*, THE COMPETITIVE RACING AND RESOURCE MANAGEMENT GAME FROM PENDRAGON GAME STUDIOS AND ARES GAMES!



COMING JULY 2020!

STARFINDER

BATTLES



Galactic Heroes

SKU: 99001

MSRP: \$34.99

Galactic Villains

SKU: 99000

MSRP: \$34.99



www.wizkids.com

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Ready to **ROCK!**

SWORD & SHIELD REBEL CLASH

Booster Packs • Blistered Boosters
Theme Decks

COVER STORY



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by WizKids/NECA

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by WizKids/NECA

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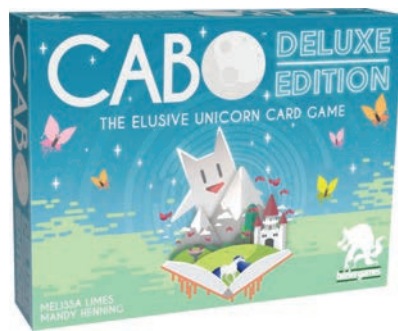


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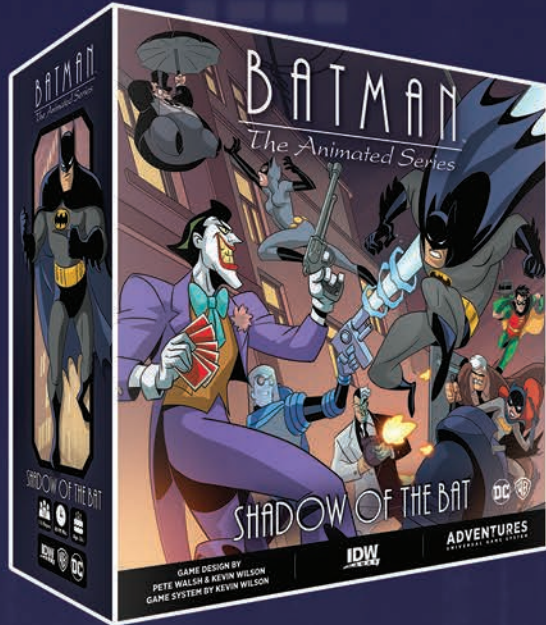
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BATMAN™

The Animated Series



SHADOW OF THE BAT

The next core box entry in the Adventures Universal Games System (AUGS), *Batman: The Animated Series Adventures – Shadow of the Bat* lets 1-4 players become Batman™, Robin™, Batgirl™, Commissioner Gordon™, or even Catwoman™ as they work together to save Gotham City. Hero players will roll and share their custom dice to generate their team's actions and make use of special ability and gadget cards during battles. Strategy is a must as they face off against The Joker™ and Harley Quinn™, Two Face™, Man-Bat™, The Riddler™, The Penguin™, Scarecrow™, and Mr. Freeze™ in 24 battles that are all based on fan favorite episodes of the iconic animated series.

- Includes 40 highly detailed miniatures and 24 game play scenarios
- Fully compatible with all Adventures Universal Games System titles!
- All battles can be played in Cooperative Mode, or a 5th player can join to take control of the villains



ARKHAM ASYLUM EXPANSION

When it comes to villains, there's no set of foes more iconic than Batman's rogues' gallery. In *Batman: The Animated Series Adventures – Arkham Asylum* the villains have taken over and it's up to Batman and his allies to return order to the hospital's halls. An expansion set for *Shadow of the Bat*, *Arkham Asylum* adds Clayface™, Poison Ivy™, Jervis Tetch™, The Ventriloquist™, Killer Croc™, Maxie Zeus™, Lock-Up™, Clock King™, Baby Doll™, and Hugo Strange™ to the roster of villains, and 13 new battles based on classic episodes of the animated series. A new game type, Clayface™ mode, even adds a hidden traitor mode where one hero is actually Clayface™ in disguise, able to reveal their true identity at any time!

- Includes 15 highly detailed miniatures and 16 game play scenarios
- Fully compatible with all Adventures Universal Games System titles!
- *Batman: The Animated Series Adventures – Shadow of the Bat* is required to play this expansion



GAME DESIGN: PETE WALSH & KEVIN WILSON
GAME SYSTEM: KEVIN WILSON

IDW
GAMES
idwgames.com



ON SALE SEPTEMBER 2020

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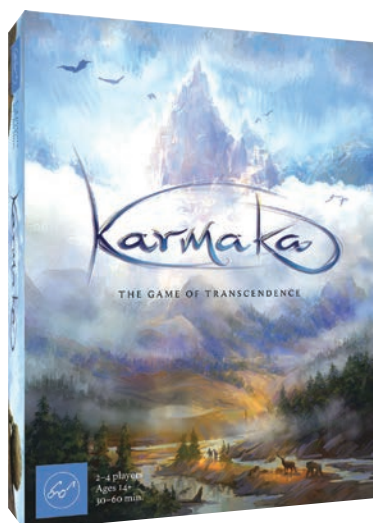
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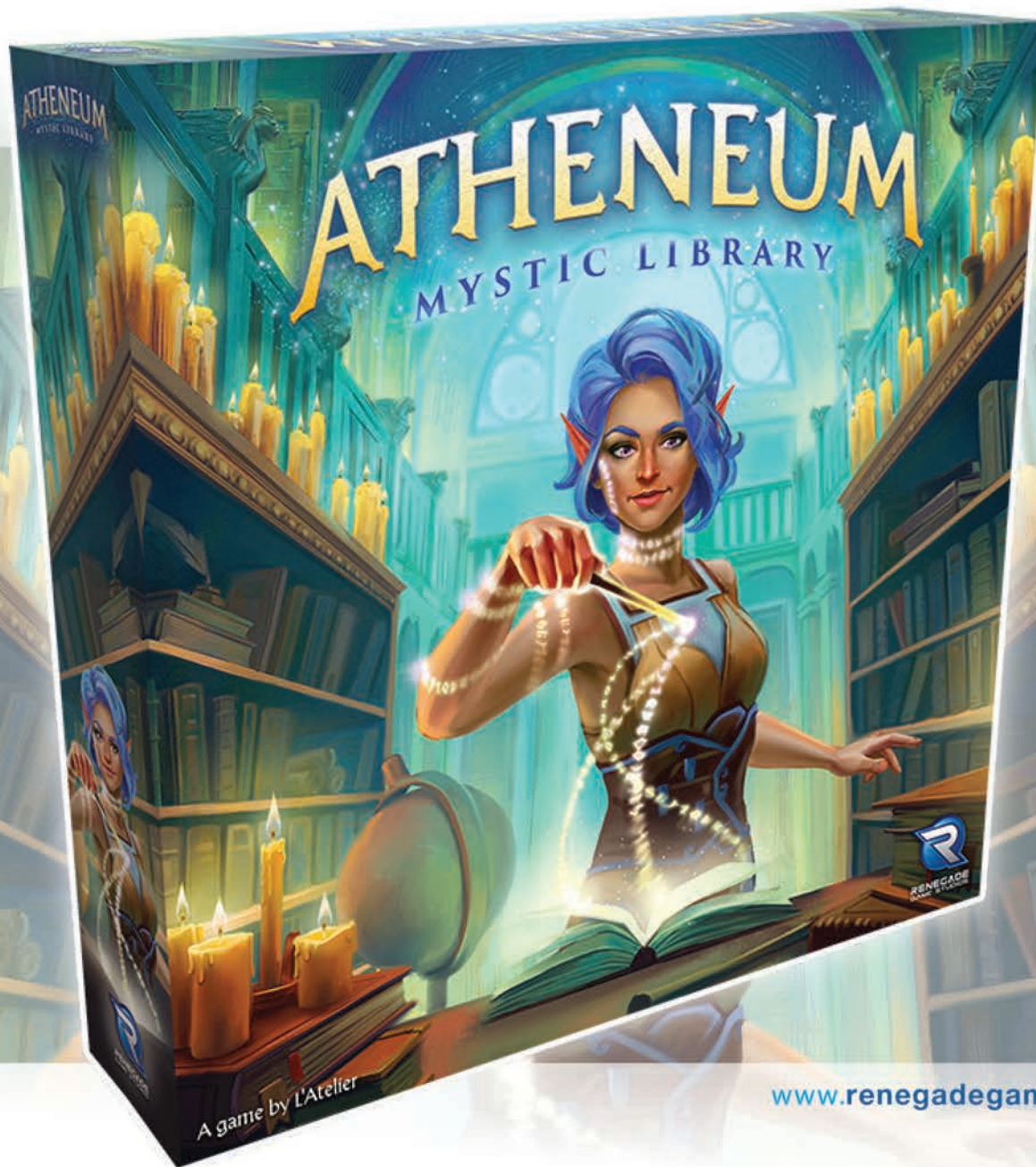
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www.renegadegames.com

- Study for your exam with magical books from the library!
- Organize the shelves while keeping an eye on your fellow students!
- Every action you take will give actions to the students near you!
- Create the most beautiful and organized shelf with books and candles to win the game!

ORGANIZE YOUR LIBRARY THIS FALL!
SEPTEMBER 2020

Ages: 10+

2-5 Players

30-45 min

MSRP \$45

RGS02135

**WE'RE IN THIS
TOGETHER.
STAY SAFE
AND
PLAY GAMES.
WITH LOVE
FROM GTM**
GAME TRADE MAGAZINE

PUBLISHER

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EDITOR/ADVERTISING MANAGER

Jerome Gonyeau

ART DIRECTOR

Matt Barham

PAGEMASTER

Katie Skinner

Submissions should be sent to Jerome Gonyeau
jlg@alliance-games.com

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1940 Greenspring Drive, Suite I-L • Baltimore, MD 21093
GTM@GameTradeMagazine.com

WWW.GAMETRADEMAGAZINE.COM

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DECK-BUILDING GAME

DARK NIGHTS METAL

BATMAN HAS DISCOVERED A DARK MULTIVERSE AND UNLEASHED EVIL VERSIONS OF HIMSELF UPON OUR WORLD!

The **Justice League** must band together to defeat **Barbatos**, **The Batman Who Laughs**, and their **Dark Knights**. One Super Hero won't be enough to overcome these challenges. You'll need to save **Batman** and other **captured Super Heroes** and recruit them to your team to **save the Multiverse!**

- Based on hugely popular *Dark Nights: Metal* comic book series
- The Batman Who Laughs menaces players by Capturing Super Heroes
 - Introduces ability to Recruit Super Heroes
- Super-Villains that offer instant rewards when defeated instead of being added to your deck
 - 20+ Metal cards with shiny foil treatment
- Compatible with other games in DC Deck-Building Game series



MSRP \$40
Release Date Q3 2020

FOR MORE INFORMATION, VISIT CRYPTOZOIC.COM



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(s20)

Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

GAMES

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON

GTM
GAME TRADE MAGAZINE #240
GTM contains articles on gaming, reviews, game related fiction, and will contain games and game modules, along with solicitation information on upcoming game and hobby supply releases.
GTM 240...\$3.99

ART FROM PREVIOUS ISSUE

ADAM'S APPLE GAMES

SWORDCRAFTERS: EXPANDED
The enemies are growing stronger and the King has called you to craft an enhanced sword of protection using Sword Rules, Sword History, and Sword Tips. Contains three modules to use and match with those Swordcrafters for amazing replay value.
AAG 1321...\$20.00

TRUCK OFF FOOD TRUCK FRIZZY: ROLL AND WRITE
Become the American Dream on Wheels as a Food Truck Titan in this zesty follow-up to Frizzy! The Food Truck Frizzy. The Roll and Write play 1-99 players for the ultimate food truck dice rolling competition. Your route, timing, and game play will be critical to maximize your profits and your opponents will try to spoil your sales.
AAG 1211...\$20.00

ALDERAC ENTERTAINMENT GROUP

SPOTLIGHT ON

TINY TOWNS: FORTUNE
In Tiny Towns: Fortune, the creatures of the forest have prospered under your leadership, and the town is thriving! With the new prosperity comes wealth and fortune, along with the ability to create in new and exciting ways! Tiny Towns: Fortune introduces coins to the game, along with new buildings featuring new shape combinations and abilities. The buildings you use and interact with your coins in ways that create exciting strategic combinations. All of these are completely compatible with the previous Tiny Towns buildings and the coin system is easy for any player to pick up and add to their strategies!
AEG 7072...\$29.99

ANVIL & GAMES

ETHERIUM: THE ROLEPLAYING GAME
The Etherium Roleplaying Game opens Anvil & Games' miniature, slashy game to a whole new virtual frontier with a full release you can use to enter the Quantum Nexus as a character of your own creation. Take a deep dive into this dystopian cyberpunk future, a game with an innovative dice mechanic that simulates the limitless possibilities of the Etherium digital metaverse. Your body may be trapped in a simulation, but playing the Etherium Roleplaying Game will transport your character to a brilliant new digital dimension. Scheduled to ship in December 2019.
ABG APG00...\$50.00

ARCANE TIMMEN

DRAGON SHIELDS: (100)
Scheduled to ship in January 2020.

BRUSHED ART SLEEVES - LANE THUNDERHOOF COAT OF ARMS
ATH 12042...\$12.49

BRUSHED ART SLEEVES - LANE THUNDERHOOF PORTRAIT
ATH 12044...\$12.49

BRUSHED ART SLEEVES - SATURN COAT OF ARMS
ATH 12038...\$12.49

MATTE ART SLEEVES - SATURN PORTRAIT
ATH 12034...\$12.49

ARC DREAM PUBLISHING

DELTA GREEN RPG: EX OBLIVION
The past is bloody, the future is still hungrier. Something evil has stirred in a tiny desert town. A gruesome crime scene Delta Green to the haunted desert. Bodies have been brutally murdered. Every word turned into the shrill wail of the insanity of the killer and, to Delta Green, the urgency of the investigation: HOME DAGON HOME! HONORABLE SEA TO THE SEA. Scheduled to ship in December 2019.
APU 8138...\$14.99

ARES GAMES

THIS WAR OF MINE: DAYS OF THE SIEGE EXPANSION
In Days of the Siege players are engulfed in an open conflict happening inside the city. The days of siege are over, but have decided to infiltrate Pogor and engage the occupying forces in the last desperate attempt to take over the city. During three intense acts of the campaign players will have to find a way not only to survive, but also to handle the chaos and brutality of war. Additionally, the module featuring children will enable players to take their experience to a new level, while new locations will enrich every Scenario and Campaign from the base game. Scheduled to ship in January 2020.
AGS ETHW03...\$49.90

THE ARMY PAINTER

SPOTLIGHT ON

WET PALETTE
The best wet palette there is - superior quality and custom designed to keep your warpaints preserved perfectly smooth and creamy! The Wet Palette comes with 2 sheets of hydro bloom and 20 hydro sheets. Special sewer layer design can hold up to 6 Warpaint brushes and 10 Hobby brushes from The Army Painter range.
TAP TL5051...\$24.99

ASMODEE EDITIONS

FEATURED ITEM

15 MEN
In 15 Men (on a dead man's chest), a group of dangerous old sea dogs will dispute control of a sea vessel and its precious treasure. Who will win out in the end? The brave captain and his faithful companion, or the mutineers? Scheduled to ship in October 2019.
ASM PG505...\$29.99

FEATURED ITEM

7 WONDERS: WONDER PACK EXPANSION
The 7 Wonders Wonder Pack introduces four new Wonder boards that players can develop with the base game. The new Wonder boards include Abu Simbel, The Great Wall, Stonehenge, and Maastricht.
ASM SEV14...\$14.99

FEATURED ITEM

BABY IQ
Baby IQ is the ultimate game to learn facts about pregnancy and babies. It comes with 400 multiple-choice questions.
ASM HES918...\$19.99

FEATURED ITEM

BANDIDO
A high-security prisoner is trying to escape through tunnels starting underneath his cell. Will you be able to join forces and cards to stop him? Scheduled to ship in January 2020.
ASM HES908...\$12.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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Have a question or feedback for us? Contact us at Editor@GameTradeMagazine.com

WarLock

TILES

THE NEXT LEVEL IN DUNGEON CREATION

WARLOCK TILES: DUNGEON TILES I

WZK 16501 \$99.99 | Available June 2020!

Here at Wizkids, we've always been huge fans of tabletop RPGs — creating new and exciting ways to upgrade your games is something we strive for. Today, we are proud to unveil the newest addition to our RPG line: *WarLock Tiles* (patent pending)! In our own campaigns, we've always wanted to create detailed, immersive environments for our miniatures on the table. At the same time, the versatility of a paper maps was a key component in being able to create exciting moments and huge surprises in our games. We decided that we wanted to get the best of both worlds, so with *WarLock Tiles*, we created a product that both looks great on the table and can be changed on the fly.

WarLock Tiles are highly-detailed, painted, modular tiles that can be used with any game system that uses a one-inch grid. The tiles are double-sided, allowing you to use either a stone or wooden look, and come in multiple shapes and sizes. Long tiles and larger ones allow you to efficiently create rooms and hallways, where the standard size tiles are perfect for making highly customized areas. Using our *WarLock Clip* system, each tile can attach to other tiles, walls, doors, and other *WarLock* pieces to put together a custom map in seconds. Sections of the map can be hidden from your players, then brought to the table and clipped into position with ease. Those pieces can be pulled apart easily too, allowing you to change or adjust the play area as you see fit. The effects of a crumbling bridge or false wall can immediately take place on the tile layout, allowing for more immersive gameplay with your miniatures.

We also wanted to make sure *WarLock Tiles* were compatible with anything existing in your collection and are happy to report that *WarLock Tiles* are fully compatible with *Openlock* and *Dragonlock* tiles! By using the adaptor clips included in our sets, you can use *WarLock*

WARLOCK TILES: TOWN & VILLAGE I

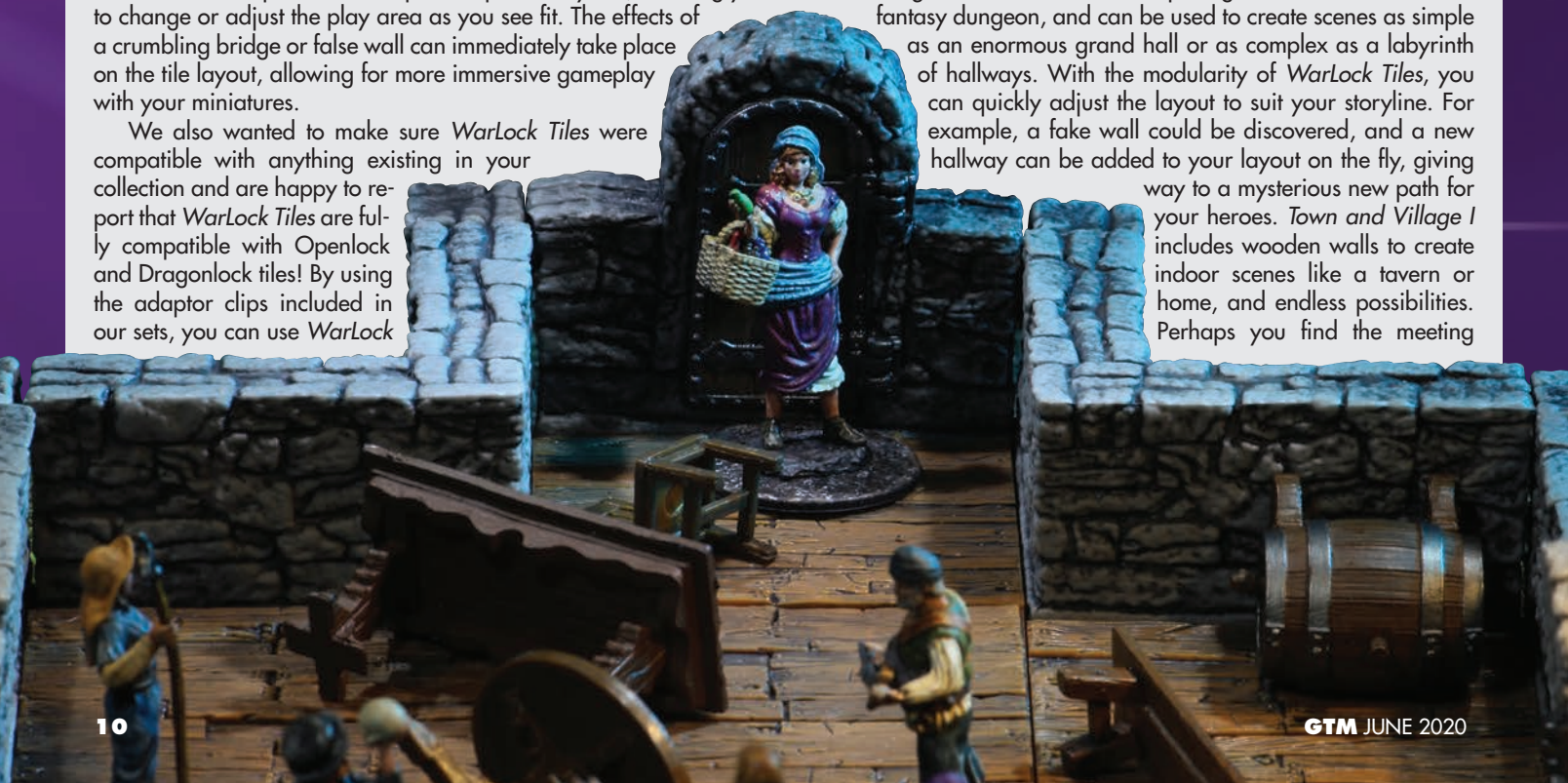
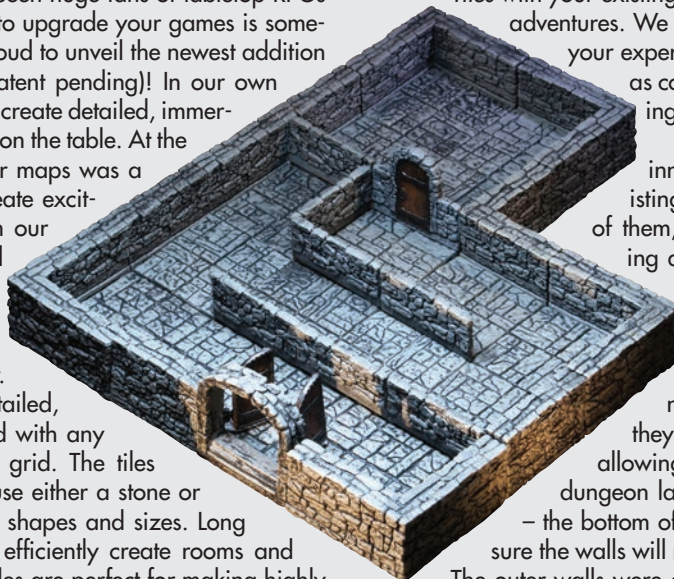
WZK 16506 \$99.99 | Available June 2020!

Tiles with your existing tile layouts, and further expand your adventures. We always want *WarLock Tiles* to add to your experience and making sure our tiles were as compatible as possible was key in making that reality.

Another innovation we included are inner walls; one of our concerns with existing tiles is that walls had to sit on top of them, using up space on the grid, creating awkward moments, and taking away space from your miniatures. Our solution was inner walls, walls that can slide between the grooves where two tiles clip together. Not only do they not interfere with the grid space at all, they also are easy to place and remove, allowing for even more customization of your dungeon layout. We even went one step further — the bottom of each wall has a channel that makes sure the walls will not affect the base of your miniatures.

The outer walls were also designed with this same concept and do not interfere with the grid space of the tiles.

The initial offering of *WarLock Tiles* is centered around two kits: *Dungeon Tiles I* and *Town and Village I*. Both kits include tons of tiles, walls, and doorways to accommodate whatever layout you wish to create. *Dungeon Tiles I* features the imposing stone walls of the classic fantasy dungeon, and can be used to create scenes as simple as an enormous grand hall or as complex as a labyrinth of hallways. With the modularity of *WarLock Tiles*, you can quickly adjust the layout to suit your storyline. For example, a fake wall could be discovered, and a new hallway can be added to your layout on the fly, giving way to a mysterious new path for your heroes. *Town and Village I* includes wooden walls to create indoor scenes like a tavern or home, and endless possibilities. Perhaps you find the meeting





room of a gang of thieves hidden in the back of the local bar, or a secret ritual chamber in the home of the village baker.

The *WarLock Tiles* line also launches with accessory kits to further customize your experience. *Doors and Archways* contains several different doors to customize your creations even further. *Stairs and Ladders* allows you to set up multi-floor scenes. *Dungeon Dressings* includes all manner of objects to add flavor to your scenes. *Summoning Circles* includes a glowing LED tile and numerous magic circles you can place on it. Finally, *Expansion Pack I* and *WarLock Clips* give you additional pieces to work with, allowing you to make bigger and more complex setups. We also have plans to release additional accessory kits for *WarLock Tiles* over time, to allow for even more customization. Look forward to an announcement of more accessory packs coming later in 2020!



Our main goal with *WarLock Tiles* was to make a player focused product. We believe the choices we made with these kits and expansions were the best way to accomplish that goal. We know players want to be able to tell what is happening at a glance from anywhere at the table, so we used half-height walls and baked gridline into the

tile sculpts. We also know that some players want their dungeons to be as clean as possible, while others would want to fill them with decoration. We split the product into tile focused and accessory focused items to fulfill both needs. This allowed each box to focus on delivering only what the customer would want, rather than having to purchase a box that only includes some of what they want.



Another goal we had for *WarLock Tiles* was for them to be affordable. Current tile systems require a lot of investment and we wanted to offer an inexpensive alternative that could reach more gamers. The MSRP for *Dungeon Tiles I* and *Town and Village I* is \$99.99, and the MSRP of all accessory kits is \$49.99. We believe this is an exceptionally compelling price point and will let more players experience using tiles in their roleplaying games. We are extremely excited to see all the amazing designs our fans create when the *WarLock Tile* system releases later this year! *WarLock Tiles* are a fun way to add atmosphere to your roleplaying adventure, and we hope you are as excited to play with them as we are!

...

A NEW GENERATION OF GAMING SUPPLIES



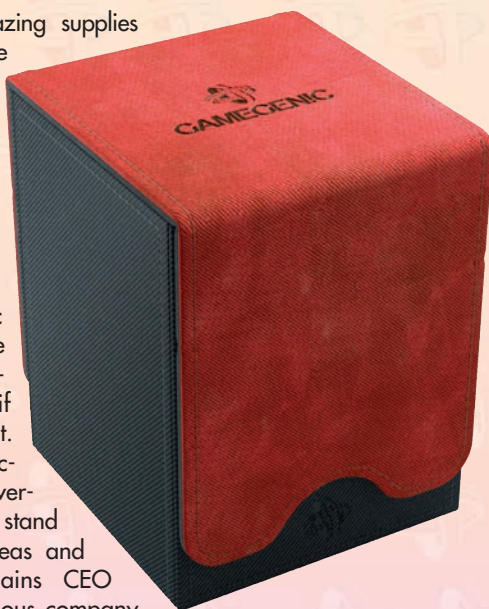
Great games deserve amazing supplies to protect them and enhance your gaming experience. Gamegenic is on a mission to provide this new generation of 'Ingenious Supplies' for your favorite games, going above and beyond to turn unique experiences into extraordinary ones.

In January 2019, Adrian Alonso created Gamegenic Studios to fulfill a vision. He wanted to bring gaming accessories to a new level, no matter if it's a casual or premium product.

'Gamegenic will offer accessories both familiar and never-before-seen, which will always stand out thanks to their unique ideas and extraordinary features', explains CEO Alonso. The young and ambitious company does not stand alone in this pursuit. It was born as the newest family member of the well-known Asmodee Group. This relationship provides a strong helping hand as well as a whole universe of creative opportunities.

Gamers care deeply about their favorite franchises and they always want more. A growing market for cards and boardgames produces ever more complex and expensive products to satisfy these cravings. Gamegenic will develop accessories for games such as *KeyForge* or *Arkham Horror*. Alonso is aware of his company's privileged position: 'We are very proud to be part of the Asmodee Group and to work directly with a wide portfolio of excellent games and wonderful licenses.'

All of Gamegenic's designers are gamers themselves. They are as passionate about their job, as they are about their hobbies. They want to design accessories that fit, protect and enhance specific games. 'We are not interested in just adding some logos to a box and called it an 'official accessory'', states Alonso. 'Our goal is to create supplies which are well-thought-out and match the individual needs of a game perfectly.'



Gamegenic will take over the production and development of all accessories within the Asmodee Group.

Benefitting from many years of experience within the company, Gamegenic is ready to offer the right accessories for every game and each player. The product portfolio already includes storage boxes, sleeves, playmats and albums for your favorite TCGs.

The company is aware of its responsibilities. Until the end of 2019, the back of Asmodee Group's game boxes showed sleeve recommendations with the well-known Fantasy Flight Games' color code. These recommendations will now advise to use Gamegenic Sleeves. To avoid confusion, the Gamegenic color code is identical to the former markings of FFG. Therefore, the codes will work for sleeves from Gamegenic and FFG.

However, the Gamegenic sleeves assortment offers a highly increased number of different sleeve sizes. The new sleeves provide increased thickness, they are available in clear and matte foil. The clear foil allows maximum visibility and the matte foil perfectly blocks annoying reflections.

The quality of product is very important, and the CEO has been seen holding prototypes to his ear in order to make sure the sound of a closing flap is 'right'. Gamegenic is confident that its products will delight gamers everywhere, and is excited to continue developing more innovative gaming accessories!

...



Did you know that you can convert the Stronghold 200+ into a streaming device for your phone? The premium Nexofyber material won't harm your mobile phone, and powerful magnets ensure a safe support. Check out our YouTube channel, [GamegenicSupplies](#), to see how!

CATAN[®]

TRADE BUILD SETTLE[™]

Embark on a quest to discover why so many people have heralded *Catan*[®] as the greatest board game ever made. With over 25 million games produced, in 35 languages, and in over 40 countries, see for yourself why it is a worldwide phenomenon!



3-4 PLAYERS AGES 10+ 60 MINUTES

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TWO PLAYER FUN FROM

With many of us staying at home during the pandemic, tabletop games have returned to the forefront of many people's lives as one of the main forms of home entertainment. Gamers can use gaming websites or video conferencing software to stay connected and play games, but the face-to-face connection is still something that people want when playing tabletop games. And as we adapt to the new normal, a lot of gamers are now looking to game with their partner or a roommate. Here are five outstanding games for two players.

THE FOX IN THE FOREST (RGS 00574, \$15.00)



Trick-taking games aren't normally played by two players, but *The Fox in the Forest* manages to implement the classic mechanism in a fairy-tale setting. In addition to the suits (bells, keys, and moons) and ranks that are used to determine winning a trick, odd-numbered cards like the swan or the treasure that have special abilities, from gaining the right to lead the next trick to earning a victory point token.

Each card played is a tense decision, as you mull over what your opponent might do. Both the straight-forward trick-taking style of play and use of special abilities are easy to learn, but it's the clever scoring system in *The Fox in the Forest* that separates it from other card games. Of the 13 tricks played, you'll score 6 victory points if you win 0-3 tricks or 7-9 tricks. Win 10 or more tricks and you score nothing. That's right: you want to win, but not every trick. The first player to score 21 victory points is the winner.



The recently released *The Fox in the Forest Duet* takes its cue from the original game and reimplements it as a cooperative experience. You and your partner work together to navigate the forest and collect all of its gems. It's not an easy task, especially since you're not allowed to talk about what you're about to play.

GLOOMY GRAVES (RGS 02061, \$20.00)



This tile-laying game from Jeffrey D. Allers takes domino-style play and puts a dark fantasy spin on it, as players work as gravediggers to bury the bodies of an unending war. Pixies, goblins, fairies, and dragons must be buried and you'll score points on how well you manage your crypt and the communal graveyard. Similar corpses score more when they're buried next to each other.



On your turn place a tile into your private crypt, then add one to the communal graveyard. Now you may score your graves; the largest group of one type will earn you points. Who will bury the competition in *Gloomy Graves*?

STELLAR (RGS 02050, \$20.00)



As stargazers peering through telescopes and identifying moons, asteroids, and other celestial bodies, you and your opponent will



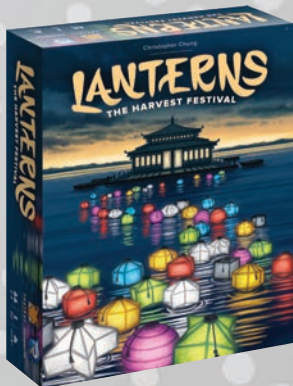
score points based on the objects you observe in *Stellar*. Designers Ben Pinchback and Matt Riddle have created a wonderfully tense two-player card game in *Stellar* that features set collection, hand management, and a bit of a spatial puzzle.

Each player works on two tableaus simultaneously: their telescope, where they place celestial objects, and their notebook, where they collect what they've seen in their telescope. You score points based on what's in your notebook and the things you've seen in your telescope act as multipliers.



There are only 12 simple turns in the game: you draw one card and place it into either your telescope or your notebook. Depending on what you've drawn you'll get another card that must go into the tableau you didn't choose. It's the type of game where you want everything available to you, but you're only allowed one card and if you've planned carefully, then the otherworldly display in your telescope will help you win the game.

LANTERNS: THE HARVEST FESTIVAL (RGS 00502, \$35.00)



Turn your tabletop into a beautiful multi-colored display of a lantern-filled lake with *Lanterns: The Harvest Festival*. This tile-laying gem can be played by up to four players, but its streamlined play is perfectly suited for two.

On your turn play one of three lake tiles onto the table, connecting to at least one other tile and giving all players lantern cards based on the color of lanterns facing them.



After collecting enough lantern cards in certain sets (three pairs, four of a kind, or seven unique), you turn in the cards for points and after all tiles have been played, the most points wins.

LANTERNS DICE (RGS 00889, \$25.00)



A standalone sequel to *Lanterns: The Harvest Festival*, *Lanterns Dice* leaves the lantern-filled lake for a celebration in the sky, as players attempt to put on the most impressive fireworks show. Gone is the tile-laying of the original, replaced by dice and paper; *Lanterns Dice* is a roll-and-write that offers different, and arguably better, game play than its predecessor.

Lanterns are now depicted on six-sided dice and rolled into a tray. The location of the dice will determine which ones you can fill in on your score sheet. As you fill in spaces, you can take extra actions, combo those actions, or group spaces together to place one of the fireworks tiles onto your score sheet; these polyomino fireworks tiles earn you points. With its simultaneous play, *Lanterns Dice* moves quickly, but it offers a challenge every step of the way.

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Ruel Gaviola is a writer, podcaster, and content creator based in Southern California. A regular contributor to *Geek & Sundry*, *The Five By*, *iSlaytheDragon*, *That Hashtag Show*, and other websites, he's also on the Board of Directors for the Tabletop Writers Guild and on the American Tabletop Awards committee. When he's not playing board games, he's writing, traveling, or enjoying a date night with his wife. Connect with him on Twitter @RuelGaviola and find links to his work at ruelgaviola.com.



MARVEL Fantastic Four HEROCLIX®

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MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
WZK 84755 \$9.99 | Available July 2020!

Continue celebrating the year of the *Fantastic Four*'s return to *HeroClix*! To follow up on the brand new *Fantastic Four Cosmic Clash* starter set, later this year the *Fantastic Four* return to *HeroClix* with a *Booster Brick* release and a storyline organized play event to remember!

First up, let's talk about the 5-figure booster release set to come out this Summer. You'll find a ton of great characters who have interacted with the *Fantastic Four* throughout the years some friendly and some not so friendly. There are multiple characters from the *Fantastic Four* roster as well as characters that have served as the New *Fantastic Four* like Spider-Man, Wolverine, Hulk, and Ghost Rider. Classic villains of the *Fantastic Four* like Mole Man, the Wizard, Super Skrull, and more. Let's check out Invisible Woman, who can let you customize your team with *Fantastic Four* characters as you see fit!



going against certain opposing team. If you opponent is playing Skrulls, bring in a *Fantastic Four* character with Battle Fury or if your opponent is playing a team with a bunch of bystanders you can bring a character with Energy Explosion or Pulse Wave to take care of those. Her special defense power at the end of the dial is a STOP click as long as there is a another friendly character with the *Fantastic Four* keyword within four squares. She also can use Defend with 19 defense for any characters adjacent to her. If ones of your characters happens to be KO'd while Invisible Woman is on that click, she can heal a click and potentially activate that STOP click again.

Next up, we have a character that we haven't seen in *HeroClix* in a while, She-Thing! This version of She-Thing represents

Invisible Woman clocks in at 40 points and has two traits and a special defense power to take a closer look at. "In the Beginning" allows Invisible Woman to increase her attack total when her attack rolls include a 4 on the dice in the attack roll. While she won't always be attacking, she does have a few neat tricks like using Telekinesis to move opposing characters or make an object attack. Next, "Form The New *Fantastic Four*" is a really neat trait that allows you to swap out up to four *Fantastic Four* characters on your sideline with characters with the *Fantastic Four* keyword on your force. There are a few restrictions like the same or fewer total points and different names, but this allows you to build a toolbox of *Fantastic Four* characters on your sideline and bring them in if you are





when she was in the Frightful Four team. She has a fairly simple, but effective close-combat dial coming in at 75 points. The “Frightful Four” traits appear on many characters in this set and each provide a different effect for characters with the Frightful Four keyword. For She-Thing, friendly characters modify damage +1 when attacking a character that shares a keyword with them. In this case, She-Thing also has the Fantastic Four and Monster keywords which are very common in this set and allows her to get the upper hand against those characters. She also has a special speed power on the top three clicks of her dial that allow her to use Leap/Climb can make a close attack after that action resolves. That is a lot of movement, and while she can’t combine the attack with her Super Strength held objects, she has 4 damage and could potentially get an additional damage from her trait. She also has Battle Fury on two of those clicks to be able to attack characters with Shape Change without worry.

should allow Super Skrull to handle many different teams. On top of that, you may notice the revamped Skrulls team ability which gives the character Shape Change on the result of a 6, but if they can already use Shape Change they result of their Shape Change roll is increased by 1. So with some combinations of his powers he could have Impervious, Super Sense, and Shape Change for opposing characters to get through if they want to damage him. He is a great character and works well with other Skrull characters in the set.

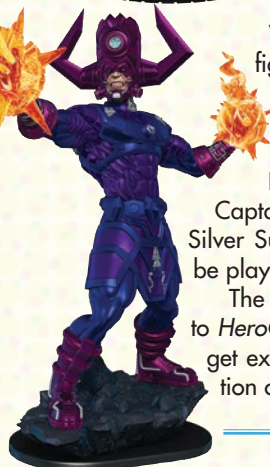
We also have some details on the storyline event “The Search for Galactus” happening this later this year. Each month will have kits with new special figures included and then in the final month, stores will be able to distribute Galactus himself! Each month stores can choose to run the event in a bunch of different formats like Battle Royale, Constructed, Sealed, or Skirmish (if you haven’t heard about Skirmish, please check out heroclix.com/skirmish for details).



Finally, we have Super Skrull! Super Skrull has 3 different point values to play at and is wearing his Annihilation costume which has never been seen in HeroClix before. While his dial looks simple, his trait provides many different powers and abilities to choose from. “The Powers of the Fantastic Four” allows Super Skrull to pick two different sets of powers representing the Fantastic Four at the beginning of each turn. So he can pick the two best power combinations for a given situation. These combinations can really add up quickly. Some great combinations include The Thing and Mr. Fantastic which gives Charge, Close Combat Expert, and Giant Reach 4 on offense, and Impervious, Super Sense on defense. If you pick Invisible Woman and Human Torch, you have access to some great abilities like Energy Explosion, Sidestep, Stealth, Running Shot, 6 range, and Barrier as free to place 1 marker. These combinations are very effective in many different situations and

We have some preview images of the figures to look forward to, but we’ll be revealing the dials a bit later. These are pulled from special versions of Fantastic Four characters like Reed Richards Alpha, Invisible Woman as Captain Universe, and Silver Surfer from Silver Surfer: Black. And Galactus himself will be playable in modern age.

The long-awaited return of the *Fantastic Four* to HeroClix in 2020 is something everyone can get excited for. Keep looking out for information on the upcoming releases!





There are a lot of awesome expansions coming out this summer for *Hero Realm*. We've got *The Lost Village*, an Ancestry pack, 4 Journeys packs, *The Adventure Storage Box*, and new Playmats! I'll tell you about all those in a bit, but first things first, what is *Hero Realms*?

Hero Realms is an incredibly popular fantasy deckbuilding game from, White Wizard Games, the creators of *Star Realms*.



For only \$20, the *Hero Realms* base game combines the fun of a deckbuilding game with the interactivity of trading card game style combat. Each player starts with a ten-card personal deck containing gold (for buying) and weapons (for combat). Each turn you get a new hand of five cards from your personal deck. When your deck runs out of cards, you shuffle your discard pile into your new deck.

Shared between all players is an 80-card Market Deck. The game begins with five cards from that deck revealed, creating the Market Row. As you play, you use gold to buy champion cards and action cards from the Market. These champions and actions can generate large amounts of gold, combat, or other powerful effects. You use combat to attack your opponent and their champions. When you reduce your opponent's score (called health) to zero, you win!



You can add character packs (\$5) to Play *Hero Realms* as a Cleric, Fighter, Ranger, Thief, or Wizard! *Character Packs* add a cool new dimension to player vs player games. Each character has a different starting deck with multiple unique character-specific cards, different starting health, and their own class specific skill and ability cards. Every match-up is a unique challenge which will require different strategies. When playing a cooperative campaign, your *Character Pack* represents the starting point for your character that you will customize over time.

CAMPAIGN PLAY

Campaign sets transform *Hero Realms* from PVP to a cooperative, leveling deckbuilding game. You and your friends each choose a character. Together you'll face deadly foes, find treasures that are permanently added to your starting decks, and earn experience that you'll spend to improve your characters' skills, abilities, and starting health.



Each campaign deck features a full color adventure book and over 100 beautifully illustrated cards.

THE ANCESTRY PACK

This 20-card pack allows you to play *Hero Realms* as a Dwarf, Elf, Ogre, Orc, or Smallfolk. You can use any race with a generic starting deck, or combine them with any character pack. So you could play as an ogre wizard,



an elven ranger, a dwarven fighter, or any one of the dozens of new race-class combinations. That means tons of options for the makeup of your party for cooperative play, and literally hundreds of possible new PVP match-ups.

Each race comes with four cards: An Ancestry card that shows that race's health modifications and any special rules that apply to that race; An ancestral skill or ability card that starts the game in play; And two cards that modify your starting deck.

Every race has its own strengths and weaknesses, giving them a unique play feel while still being an even match against each other or against a standard deck (if you play without an ancestry, you are human).

HERO REALMS JOURNEYS



These four 12-card packs will be available this summer for \$5 each.

The *Hunters* and *Travelers* packs each feature exciting new Champions and Actions for your market deck. The *Conquest* and *Discovery* packs each contain 6 new quest cards and 6 new artifact cards.

Each player will be given a number of quest cards at the beginning of the game. Your opponents won't know what your quests are, but you may show your quests to your teammates.

At the beginning of the game, shuffle the artifact cards and deal one face down into a "artifact pile" for each quest card in the game. When you complete a quest, reveal it to all players, then you acquire a random artifact from the artifact pile for free.

The extra artifacts (those not in the artifact pile) get shuffled into the market deck, adding powerful new items to the market.

ADVENTURE STORAGE BOX



For players that have everything *Hero Realms*, the collection is getting pretty big. So this summer we are releasing the *Adventure Storage Box*. This \$30 sturdy box is large enough to hold every *Hero Realms* card with or without sleeves with room to spare. The plastic dividers are thick and look and feel really nice. There is a special area for the oversized Master and Challenge cards and rulebooks. The other rows are long enough to hold a rolled-up playmat. The box will include an all-new promo card.

CAMPAIGN PLAYMATS

Finally, this summer we have brand new Playmats designed specifically for use with the *Hero Realms* campaign play. One playmat is enough for your entire group. They are \$25 each.

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ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



GAME TRADE MAGAZINE #246

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 246\$3.99

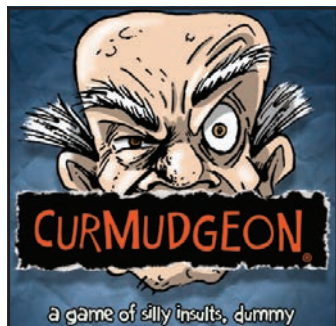
ART FROM PREVIOUS ISSUE

25TH CENTURY GAMES

CLOUD CONTROL

Cloud Control is a fun and fast paced game of creative imagination where you try to score the most points by shaping clouds into recognizable objects before time runs out. Let your imagination run free as you turn, twist, overlap and animate cloud cards in unlimited creative ways of communication. The sky is your canvas! Scheduled to ship in August 2020.

CGG 07\$24.99



CURMUDGEON

Curmudgeon is a game of insults! Use your own creativity to build insults from keywords. Throw those insults on other players' life cards, engage in retort battles, win the battles and earn points. After the final round, all players have died and the game ends. The person with the most points wins and dies the biggest Curmudgeon! Scheduled to ship in August 2020.

CGG 08\$24.99

ALDERAC ENTERTAINMENT GROUP

MARIPOSAS

Every spring, millions of monarch butterflies leave Mexico to spread out across eastern North America. Every fall, millions fly back to Mexico. However, no single butterfly ever makes the round trip. Mariposas is a game of movement and set collection that lets players be part of this amazing journey. Mariposas is played in three seasons. In general, your butterflies will try to head north in spring, spread out in summer, and return south in the fall. At the end of each season, there is a scoring round. At the end of fall, the player with the most victory points has the most successful family of butterflies and wins the game.

AEG 8070\$49.99



TRUFFLE SHUFFLE

Truffle Shuffle is a fast and fun card-drafting game for the whole family! Players take turns selecting truffles from a shared box of overlapping cards in order to make their own arrangements of chocolates to sell. Players can complete a variety of sets, using special modifiers and action cards. With so many different chocolate truffles to unwrap, and different ways to combine them, every game of Truffle Shuffle is unique! AEG 7081\$19.99

ARES GAMES

SPOTLIGHT ON



ALONE: ALPHA EXPANSION

The Alpha Expansion for Alone includes 4 miniatures for the survival horror/dungeon crawler game, 2 miniatures for every faction. Scheduled to ship in June 2020.

AGS HG018\$14.90



LAST AURORA

Last Aurora is a competitive postapocalyptic board game for 1-4 players set after a war that has transformed the world in a frozen, desolate wasteland. Every player becomes a leader of a survivors' crew trying to reach the last icebreaker ship Aurora, facing several challenges in their journey. Each player has to manage his crew to gather resources, recruit survivors, improve his vehicle, and fight his enemies as he races to reach the ship before it's too late! Scheduled to ship in August 2020.

AGS ARTG012\$49.90



ALONE: AVATAR EXPANSION

This expansion also includes the AVATAR rules, adding a new layer to the gameplay where each Evil player moves an Avatar on the map, trying to trap the Hero in different ways... but the Hero gets more powerful every time the Avatar strike! Scheduled to ship in August 2020.

AGS HG029\$24.90



LAST AURORA: PROJECT ATHENA EXPANSION

Project Athena is the first expansion of Last Aurora. The Project Athena, the first sentient artificial intelligence, decided to rebel against her creators activating the nuclear missile launch sequence, that led to the complete devastation of the planet, triggering the glaciation that today afflicts the few survivors. Players have lost the Aurora and have to cross a new map fighting with Athena, the A.I. which destroyed the planet. Scheduled to ship in August 2020.

AGS ARTG013\$29.90



ALONE: DEEP EXPANSION

This expansion also includes 5 Special creature cards to be used with the Mob rules that allow the players to use the miniatures of unique creatures in a different way and the Special rules for rooms, that allow the Hero player to interact with the environment in a different way. Scheduled to ship in August 2020.

AGS HG028\$24.90

THE ARMY PAINTER



WET PALETTE: HYDRO PACK

The perfect top-up pack for *The Army Painter Wet Palette*. This *Hydro Pack* contains 50x pieces of Hydro Sheets and 2x pieces of air-tight Hydro Foam.

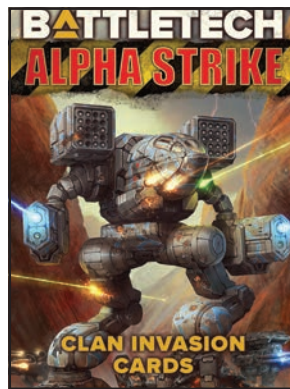
TAP TL5052\$9.99

AIRBRUSH MEDIUM: THINNER - FLOW IMPROVER (100ML)

The Airbrush Medium is highly versatile, and can be used with success on other high quality acrylic paints. The Airbrush Medium should be applied in the approximate Ratio of 1 part Medium to 1-2 parts Warpaint.

TAP AW2001\$6.50

CATALYST GAME LABS



BATTLETECH: ALPHA STRIKE GAME AIDS - CLAN INVASION CARDS

Alpha Strike is *BattleTech's* fast-playing game of armored combat. *Alpha Strike Clan Invasion Cards* contains the Mech Units that sprung from the distant Periphery to terrorize the Inner Sphere and Mechs designed to repel them. Full-color, poker sized, and laminated for dry-erase use, you just need miniatures and dice and you'll be battling for control of mankind's tenuous future. Scheduled to ship in July 2020.

CAT 35686.....\$19.99

BATTLETECH: ALPHA STRIKE GAME AIDS - SUCCESSION WARS CARDS

Alpha Strike is *BattleTech's* fast-playing game of armored combat. *Alpha Strike Succession Wars Cards* contains the Mech Units that survived centuries of warfare across the Inner Sphere. Full-color, poker sized, and laminated for dry-erase use, you just need miniatures and dice and you'll be battling for control of mankind's tenuous future. Scheduled to ship in July 2020.

CAT 35685.....\$19.99

BANDAI



DRAGON BALL SUPER: PREMIUM PACK SET 2 (8)

Each pack contains 4x booster packs and 2x Limited PR Cards Scheduled to ship in August 2020. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2537969.....\$127.68

DRAGON BALL SUPER: UNISON WARRIORS - SET 2 BOOSTER DISPLAY (24)

Scheduled to ship in August 2020. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2537968.....\$95.76

CAPSTONE GAMES

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NEW YORK ZOO

In *New York Zoo*, you are designing an animal park. Build enclosures, introduce new animals, and raise their offspring. The first player to cover all the construction spaces on their zoo board with Enclosure Tiles and Attractions wins the game. Gameplay is straightforward as you have only two options on your turn: build a new enclosure in your zoo or populate your zoo with more animals. But be sure to time your actions well since you want your zoo to participate in as many animal breedings as possible.

CSG FS1004.....\$39.95

SPOTLIGHT ON



BATTLETECH: CLAN INVASION

With this box, you'll unlock powerful new factions and 'Mechs to expand your *BattleTech* experience and take part in a cataclysmic conflict which will rock the Inner Sphere. The *BattleTech: Clan Invasion* box set includes five iconic OmniMechs - the Timber Wolf, Executioner, Nova, Adder, and Mongrel. Scheduled to ship in July 2020.

CAT 35030.....\$49.99

BATTLETECH: MAP PACK - BATTLE OF TUKAYYID

Created using art in the brilliant aesthetics of the new box sets and *MapPack: Grasslands*, these eight paired maps detail the seven battlefields on which the entire *Clan Invasion* was brought to a halt, including a bonus map, the Deployment Zone. Each map is 17 x 22, paper, and double-sided. Scheduled to ship in July 2020.

CAT 35152.....\$34.99



BATTLETECH: MINIATURE FORCE PACK - CLAN COMMAND STAR

The *Clan Command Star* includes the Dire Wolf, Summoner, Stormcrow, Mist Lynx, and Shadow Cat -no assembly required- along with five *MechWarrior* pilot cards and five *Alpha Strike* cards. Scheduled to ship in July 2020.

CAT 35720.....\$24.99



BATTLETECH: MINIATURE FORCE PACK - CLAN HEAVY STRIKER STAR

The *Clan Heavy Striker Star* includes the Gargoyle, Hellbringer, Mad Dog, Ice Ferret, and Viper -no assembly required- along with five *MechWarrior* pilot cards and five *Alpha Strike* cards. Scheduled to ship in July 2020.

CAT 35722.....\$24.99

SHADOWRUN®



LIGHTS OUT!

Shadowrunners are not the only people who know the benefits of working in the dark. All sorts of dirty deeds are about to take place where they cannot be seen. Several cities across the UCAS will go dark, losing power with no clear way to get it back. The ensuing chaos will reshape the nation and the whole world—and provide lots of shadow work for those who can handle it.

Cutting Black is a plot book with the background and fallout of this blackout, and **30 Nights** is a campaign book taking runners through a full month in blacked-out Toronto. Together, these books plunge players into a new kind of action, as the Sixth World tears itself down and struggles to see what will emerge from the wreckage.

Both books are available at game stores and catalystgamelabs.com!





WELCOME TO: OUTBREAK EXPANSION

In *Welcome To... Outbreak* you have to protect the Neighborhood from a zombie invasion while building your community. Includes 50 sheets and 3 all new city plans! Scheduled to ship in May 2020.
DPW WTXOUT\$9.95



WELCOME TO: WINTER WONDERLAND EXPANSION

In *Welcome To... Winter Wonderland*, every house that you build in numerical order will have lights strung between them and contribute to scoring points at the end of the game. Includes 50 sheets and 3 new city plans! Scheduled to ship in May 2020.
DPW WTXWIN\$9.95

DRANDA GAMES



SOLAR STORM

Work together, or die alone in this cooperative survival game for 1-4 players that will make even the most hardened crews and solo players swelter. Hand management and teamwork are the key to weathering the Solar Storm. Repair different areas of the ship and divert power back to the Energy Core, all whilst the ship continues to take damage from the Solar Storm. Succeed and you'll live. Fail, and you'll all perish in the scorching abyss. With 5 difficulty levels, asymmetric room powers, and modular setup, there is a high level of replayability. Scheduled to ship in August 2020.
DRN SS001\$25.00

GALE FORCE NINE

SPOTLIGHT ON



DUNGEONS & DRAGONS RPG: BARBARIAN TOKEN SET

These sets offer a quick and easy way to track your characters status effects using 22 durable perspex tokens and a player board. Scheduled to ship in July 2020.
GF9 72510\$15.00



DUNGEONS & DRAGONS RPG: BARD TOKEN SET

These sets offer a quick and easy way to track your characters status effects using 22 durable perspex tokens and a player board. Scheduled to ship in July 2020.
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DUNGEONS & DRAGONS RPG: CLERIC TOKEN SET

These sets offer a quick and easy way to track your characters status effects using 22 durable perspex tokens and a player board. Scheduled to ship in July 2020.
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DUNGEONS & DRAGONS RPG: DRUID TOKEN SET

These sets offer a quick and easy way to track your characters status effects using 22 durable perspex tokens and a player board. Scheduled to ship in July 2020.
GF9 72506\$15.00

SPOTLIGHT ON



DUNGEONS & DRAGONS RPG: DUNGEON MASTER TOKEN SET

This set offers initiative tokens and double the amount of regular tokens (28 perspex tokens total). Scheduled to ship in July 2020.
GF9 72500\$15.00



DUNGEONS & DRAGONS RPG: FIGHTER TOKEN SET

These sets offer a quick and easy way to track your characters status effects using 22 durable perspex tokens and a player board. Scheduled to ship in July 2020.
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DUNGEONS & DRAGONS RPG: MONK TOKEN SET

These sets offer a quick and easy way to track your characters status effects using 22 durable perspex tokens and a player board. Scheduled to ship in July 2020.
GF9 72511\$15.00



DUNGEONS & DRAGONS RPG: PALADIN TOKEN SET

These sets offer a quick and easy way to track your characters status effects using 22 durable perspex tokens and a player board. Scheduled to ship in July 2020.
GF9 72508\$15.00

SPOTLIGHT ON



DUNGEONS & DRAGONS RPG: RANGER TOKEN SET

These sets offer a quick and easy way to track your characters status effects using 22 durable perspex tokens and a player board. Scheduled to ship in July 2020.
GF9 72507\$15.00



DUNGEONS & DRAGONS RPG: ROGUE TOKEN SET

These sets offer a quick and easy way to track your characters status effects using 22 durable perspex tokens and a player board. Scheduled to ship in July 2020.
GF9 72512\$15.00



DUNGEONS & DRAGONS RPG: SORCERER TOKEN SET

These sets offer a quick and easy way to track your characters status effects using 22 durable perspex tokens and a player board. Scheduled to ship in July 2020.
GF9 72503\$15.00



DUNGEONS & DRAGONS RPG: WARLOCK TOKEN SET

These sets offer a quick and easy way to track your characters status effects using 22 durable perspex tokens and a player board. Scheduled to ship in July 2020.
GF9 72502\$15.00



GAMES

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GM

JUN 2020

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DUNGEONS & DRAGONS RPG: WIZARD TOKEN SET

These sets offer a quick and easy way to track your characters status effects using 22 durable perspex tokens and a player board. Scheduled to ship in July 2020. GF9 72501 \$15.00

GMT GAMES



THE BATTLE OF RHODE ISLAND

The Battle of Rhode Island was an opportunity lost for the American cause. The Great Storm had forced the withdrawal of the French fleet and land army. Deprived of the superiority to assault the British at Newport and compel their surrender, General Sullivan's only course of action was to retreat. British General Pigot pursued, sensing a chance to destroy the retreating American army piecemeal. What he got was a hot, stand-up fight with many American units that were veterans of the Battle of Monmouth. Scheduled to ship in June 2020.

GMT 2003 \$59.00



COIN: ALL BRIDGES BURNING - RED REVOLT AND WHITE GUARD IN FINLAND, 1917-1918

The year is 1917. Russia slides toward an ever deepening internal crisis. The uncertainty in Russia is giving rise to a power vacuum in the semi-autonomous Grand Duchy of Finland. For many Finns the turmoil in Russia looks like an opportunity to fulfill the dream of Finnish national independence. Yet the competing factions are unable to agree on a common political vision for the country. By January 1918, a bloody civil war will have broken out in Finland. Scheduled to ship in May 2020.

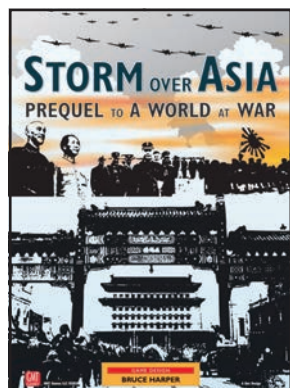
GMT 1920 \$72.00



IMPERIAL STRUGGLE

Designed by the *Twilight Struggle* team of Ananda Gupta and Jason Matthews, *Imperial Struggle* tries to capture the whole span of the global 18th Century rivalry between Britain and France. From the beginning of the game, the stakes couldn't be higher: in the War of the Spanish Succession, France fights to become the world's first global superpower by uniting its peerless army with Spain's colonial wealth... all the way to the end, where the British struggle to maintain control over the vast North American territories. Scheduled to ship in June 2020.

GMT 2001 \$59.00



STORM OVER ASIA: THE PACIFIC PREQUEL TO A WORLD AT WAR

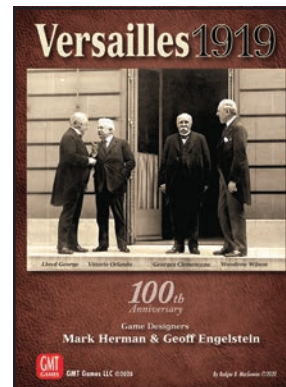
Starting in 1935, Japan, China, Britain, and Russia prepare for war. Japan must balance its expansion in China, an impending confrontation with the United States and Russia, and the impact of the Pacific theater in a global war. China, Britain, and Russia must try to resist immediate Japanese expansion, while at the same time laying the groundwork for the successful prosecution of war in the Pacific. Scheduled to ship in June 2020.

GMT 2005 \$105.00

VERSAILLES 1919: THE STRUGGLE TO CREATE A LASTING PEACE

On November 11th, 1918, an armistice halted the killing field that was The War to End All Wars. To make peace, Woodrow Wilson (United States), David Lloyd George (United Kingdom), and Vittorio Orlando (Italy) were hosted by President George Clemeneau (France) in Paris, and sat down to write what would become the Versailles Treaty. Scheduled to ship in June 2020.

GMT 2004 \$89.00



GOODMAN GAMES



METAMORPHOSIS ALPHA - DOOM ON THE WARDEN

Doom on the Warden is a new frontier for *Metamorphosis Alpha*, in both style and substance, and for the first time the pre-generated characters include wolfoids! Written for the original 1976 edition of *Metamorphosis Alpha*, this adventure expands on the mysterious involvement of Earth's military aboard the starship Warden. There is new information on what happened in the Warden's early days. Unraveling the mystery sends the characters through 4 distinct geographical regions, into the secret military command dome, and beyond. Along the way, they will be confronted by threats old and new across 54 possible encounter areas. Scheduled to ship in August 2020.

GMG 4396 \$19.99



METAMORPHOSIS ALPHA: DOOM ON THE WARDEN GOLD FOIL

This is the limited-edition gold foil cover for *Doom on the Warden*! Legendary game designer James M. Ward brings you *Doom on the Warden*, a *Metamorphosis Alpha* adventure of horror in space. The adventure includes pre-generated characters, and is playable as part of a campaign or as stand-alone play. There is new information on what happened in the Warden's early days. Unraveling the mystery sends the characters through 4 distinct geographical regions, into the secret military command dome, and beyond. Along the way, they will be confronted by threats old and new across 54 possible encounter areas. Scheduled to ship in August 2020.

GMG 4397 \$19.99

IELLO



SUPERFLY

To win *Superfly*, you need to make a smashing success, squashing all the right bugs along the way. Try to build the biggest collection, with either matching color or series of different flies. Smash your flyswatter on the card you want. Another player is claiming your card? The die on your fly swatter will decide who wins! Reflexes and strategy for an original and fun game!

IEL 51688 \$19.99



Blood & Plunder

28 MM HISTORICAL MINIATURES GAME

Set during The Golden Age of Piracy

www.firelockgames.com/bloodandplunder



OAK & IRON

HISTORICAL NAVAL BATTLES IN THE AGE OF PIRACY

EXPAND YOUR FLEET

www.firelockgames.com/oakandiron



**MINI'S
GAMES!**

TEENAGE MUTANT NINJA TURTLES ADVENTURES: CHANGE IS CONSTANT

Teenage Mutant Ninja Turtles Adventures: Change Is Constant is a scenario-driven miniatures role-playing game created in IDW's Adventures Universal Games System (AUGS). Play as one of the four ninja turtles or Casey Jones, or take on the role of Baxter and command his robot fleet, including the menacing Mega-Mouser.

- Includes 59 miniatures and over a dozen scenarios
- Introduces A.I. mode for fully cooperative play
- Fully compatible with all Adventures Universal Games System titles!



IDW 01680.....\$124.99 UPC: 8-27714-01680-2

DESIGNERS: KEVIN WILSON, DANIEL LANSDOWN, AND PETE WALSH
ARTISTS: ROBERT ATKINS, OZZY FERNANDEZ, SAJAD SHAH, TONY VARGAS
COVER: CHRIS JOHNSON

AVAILABLE NOW!



**MINI'S
GAMES!**

TEENAGE MUTANT NINJA TURTLES ADVENTURES: CITY FALL

It's dark times for the Teenage Mutant Ninja Turtles! The Shredder has seized control of the city and worse, he's brainwashed Leonardo into joining the Foot Clan! Play as one of five NEW heroes or take on the role of the Shredder and lead the Foot to victory, with his new "chunin" and secret weapon, Dark Leo.

- Includes 40 miniatures and over 20 scenarios
- Introduces A.I. mode for fully cooperative play
- Fully compatible with all Adventures Universal Games System titles!



IDW 01682.....\$124.99 UPC: 8-27714-01682-6

DESIGNERS: KEVIN WILSON, DANIEL LANSDOWN, AND PETE WALSH
ARTISTS: ROBERT ATKINS, OZZY FERNANDEZ, SAJAD SHAH, TONY VARGAS
COVER: CHRIS JOHNSON

AVAILABLE NOW!

**NEW!
LISTING!**



BATMAN™: THE ANIMATED SERIES ADVENTURES - SHADOW OF THE BAT

The next core box entry in the Adventures Universal Games System (AUGS), *Batman: The Animated Series Adventures - Shadow of the Bat* lets 1-4 players become Batman™, Robin™, Batgirl™, Commissioner Gordon™, or even Catwoman™ as they work together to save Gotham City. Hero players will roll and share their custom dice to generate their team's actions and make use of special ability and gadget cards during battles.

- Includes 40 highly detailed miniatures and 24 game play scenarios
- Fully compatible with all Adventures Universal Game System titles!
- All battles can be played in Cooperative Mode, or a 5th player can join to take control of the villains.



IDW 01932.....\$124.99

UPC: 8-27714-01932-2

DESIGNERS: PETE WALSH & KEVIN WILSON
ARTISTS/COVERS: SEAN GALLOWAY, JACK LAWRENCE, CHRIS FENOGGIO,
DARIO BRIZUELA, JAY FOTOS

OCTOBER RELEASE!



GHOSTBUSTERS: BLACKOUT

Suffering from a city-wide blackout and an onslaught of ghost, it's up to the Ghostbusters to quell the chaos and bust those ghosts! Fully cooperative, players allocate dice to bust ghosts, buy upgrades, and move around the city in a game that will have players wishing for just one more die!

- The Ghostbusters are out to bust familiar faces and foes after a city-wide blackout allows all the ghosts in their containment unit to escape!
- A terrifyingly tough threat management game, players to travel all over New York City to bust baddies and keep the mass hysteria to a minimum.



IDW 01678.....\$39.99

UPC: 8-27714-01678-9

DESIGNER: JON COHN
ARTIST/COVER: DAN SCHOENING

AVAILABLE NOW!



TONARI

A small island has been hit by a terrible storm, leaving a single fishing boat. Hoping to prove themselves the village's best fisherman, players take turns moving the boat around the island, collecting fish tiles they land upon. The player with the best haul wins, but there's a twist – each player's score is added to their left neighbor's score before determining the winner!

- 42 gorgeous full-color acrylic tiles and game board by Kwanchai Moriya.
- Set collection scoring with a twist: each player's score is added to their left neighbor's score.
- Game design from Alex Randolph and Bruno Faidutti.



IDW 01656.....\$29.99

UPC: 8-27714-01656-7

DESIGNERS: ALEX RANDOLPH AND BRUNO FAIDUTTI
ARTIST/COVER: KWANCHAI MORIYA

AVAILABLE NOW!

BATMAN™: THE ANIMATED SERIES ADVENTURES - ARKHAM ASYLUM

When it comes to villains, there's no set of foes more iconic than Batman's rogues' gallery. In *Batman: The Animated Series Adventures - Arkham Asylum* the villains have taken over and it's up to Batman™ and his allies to return order to the hospital's halls. An expansion set for *Shadow of the Bat*, *Arkham Asylum* adds Clayface™, Poison Ivy™, Jervis Tetch™, The Ventriloquist™, Killer Croc™, Maxie Zeus™, Lock-Up™, Clock King™, Baby Doll™, and Hugo Strange™ to the roster of villains, and 13 new battles based on classic episodes of the animated series.

- Includes 15 highly detailed miniatures and 16 game play scenarios
- Fully compatible with all Adventures Universal Games System titles!
- *Batman: The Animated Series Adventures - Shadow of the Bat* is required to play this expansion.



IDW 01934.....\$59.99

UPC: 8-27714-01934-6

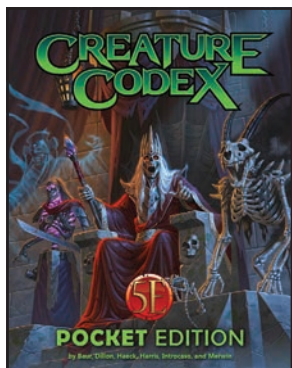
DESIGNERS: PETE WALSH & KEVIN WILSON
ARTISTS/COVERS: SEAN GALLOWAY, JACK LAWRENCE, CHRIS FENOGLIO,
DARIO BRIZUELA, JAY FOTOS

OCTOBER RELEASE!



WWW.IDWGAMES.COM

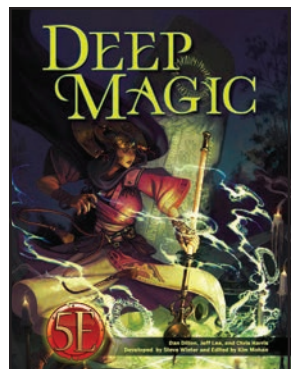
KOBOLD PRESS



DUNGEONS & DRAGONS RPG: CREATURE CODEX (POCKET EDITION)

Convenient Pocket Edition of 2018's *Creature Codex*. Scheduled to ship in July 2020.

PZO KOBCCPE\$24.99



DUNGEONS & DRAGONS RPG: DEEP MAGIC HARDCOVER

A huge array of over 600 new magic spells for every class in 5th Edition D&D. Scheduled to ship in August 2020.

PZO KOBDMAG5E\$39.99

KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON



YU-GI-OH! TCG: 2020 TIN CASE (12)

The 2020 Tin shows the beginning of the ancient Duel between the Pharaoh and Priest Seto as depicted on the Tablet of Lost Memories the very artifact that inspired Kaiba to create the Battle City Tournament! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84915\$239.88

YU-GI-OH! TCG: BATTLES OF LEGEND - ARMAGEDDON BOOSTER DISPLAY (24)

This all-foil booster set is filled to the brim with never-before-released cards from the Yu-Gi-Oh! manga and anime series, powerful tournament-level mainstays, sought-after themed support, and foil upgrades for fan favorites! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 85042\$95.76

LEDER GAMES



ROOT: PLAYMAT - FALL/WINTER

A deluxe double-sided playmat of the fall and winter game boards from the base game of *Root*. Scheduled to ship in May 2020.

LED 01013\$30.00



ROOT: PLAYMAT - MOUNTAIN/LAKE

A deluxe double-sided playmat of the mountain and lake game boards from *Root: The Underground Expansion*. Scheduled to ship in May 2020.

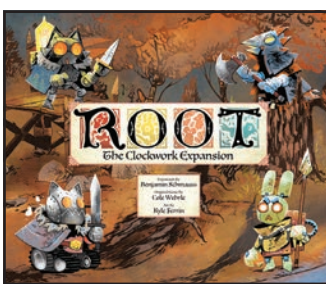
LED 01014\$30.00



ROOT: RESIN CLEARING MARKERS

Make your Woodland beautiful and more visible with these 12 resin clearing markers. An expansion base game of *Root* required. Scheduled to ship in May 2020.

LED 01006\$20.00



ROOT: THE CLOCKWORK EXPANSION

The *Clockwork Expansion* allows players to square off against four fiendishly automated factions that can be used in solo, competitive or cooperative games. An expansion base game of *Root* required. Scheduled to ship in May 2020.

LED 01009\$40.00



ROOT: THE EXILES AND PARTISANS DECK

An alternate card deck with new persistent powers inspired by the many factions of *Root*. An expansion base game of *Root* required. Scheduled to ship in May 2020.

LED 01004\$10.00

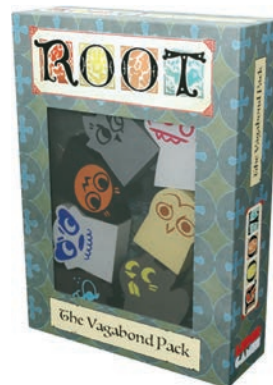
SPOTLIGHT ON



ROOT: THE UNDERWORLD EXPANSION

Delve deeper into the world of *Root* with the *Underworld Expansion*, which adds two new factions and a new board. Play as the Underground Duchy: Sway your ministers to lead a righteous expedition to the Woodland, bringing order to the unending war and chaos above. Corvid Conspiracy: Use cunning and trickery to hold the Woodland hostage, instigating plots to seize control through terror. Play on the Mountain Map: Trek across outcroppings, clear blocked routes, and hold the mountain pass to show you are an effective leader. Lake Map: Whisk yourself across the map by travelling on the ferry, meeting new friends and allies along the way. Scheduled to ship in May 2020.

LED 01002\$50.00



ROOT: THE VAGABOND PACK

Upgrade your *Root* game with seven custom Vagabond meeples. Includes three new Vagabonds Harrier, Ronin and Adventurer. An expansion base game of *Root* required. Scheduled to ship in May 2020.

LED 01005\$10.00

MAGPIE GAMES



WIZARD KITTENS

Wizard Kittens is a semi-cooperative set collection card game. Play as kittens who have accidentally released a few curses from the library's restricted section! The library is supposed to be a place of quiet and contemplation, with no noise, no playing, no yarn and definitely no magic! Now you and your friends must defeat the curses fast before you're caught by the librarian, Professor Whispurr!

MPG B04\$19.99



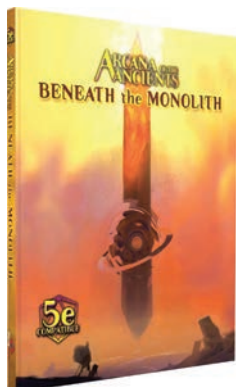
WIZARD KITTENS: MAGICAL MONSTERS

Those overly curious wizard kittens are at it again! Now those fuzzy magic users have accidentally broken a few cages... smudged a few warding circles... knocked over a glyph-covered glass bottle or two... And theres more than just curses bouncing around there are magical monsters, too! With the help of their new pal Van Meowsing, the kitties have to tend to and quiet down these beasts quick, before Professor Whispurr shows up!

MPG B06\$14.99



MONTE COOK GAMES



ARCANA OF THE ANCIENTS: BENEATH THE MONOLITH

They say there have been eight worlds before ours. Eight times the people of this planet built civilizations we can't even imagine now. They spoke to the stars, reshaped the creatures of the world, and mastered form and essence. They built cities and machines that have since crumbled to dust, leaving only their barest remnants. This is the Ninth World. The people of the prior worlds are gone... scattered, disappeared, or transcended. But traces of their works remain, containing some germ of their original function. To the ignorant, these workings of the ancients are magic. But the wise know differently... *Beneath the Monolith* brings the critically acclaimed setting of *Numenera* to 5e. Scheduled to ship in June 2020.

MKG 248.....\$44.99



CYPHER SYSTEM RPG 2ND EDITION: WE ARE ALL MAD HERE

Jack climbing the beanstalk. The little mermaid finding her voice. Alice struggling with the madness of a place unruly by the laws of reality. The queen. The child. The woodsman. The knight. When you think about fairy tales, who do you become? Where does your imagination take you? Fairy tales are more than short forays into the world of fantasy. They tap into myth and archetype, and they explore the fundamental nature of the mind and of human experience. They're filled with magic that's big, bold, unexpected, and wondrous characters who, despite humble roots or broken foundations, achieve feats just as grand. Scheduled to ship in July 2020.

MKG 212.....\$49.99

OINK GAMES



DURIAN

Today the Jungle fruit shop is busy and bustling once again. The shop's clerks, having too much to do, have started helping customers without checking the new boxes that have arrived. Even though they haven't checked the boxes, surely the other staff members have checked them already. But during all the excitement they ended up taking too many orders... When that happens, if someone rings the bell the shop manager gorilla will rush out of their office. If they find out about the over-sold orders... oh, it's too scary to think about! Watch out for the 3 gorilla siblings that are hanging around waiting to cause trouble! Scheduled to ship in August 2020.

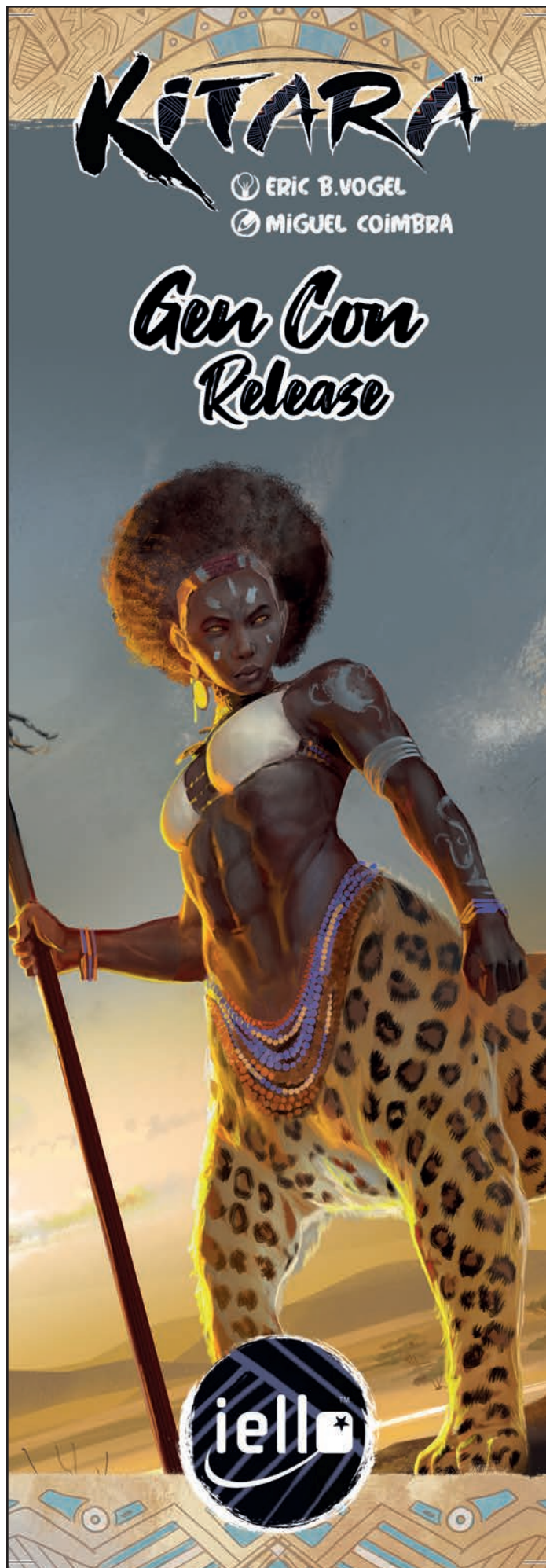
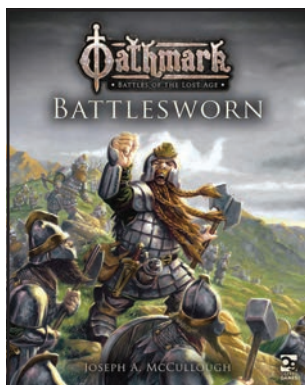
ONK DRN.....\$23.00

OSPREY GAMES

OATHMARK: BATTLESWORN

This supplement for *Oathmark: Battles of the Lost Age*, contains rules for adding elite units to your armies and charting the progress of those units from battle-to-battle. Will they grow even more powerful as they gain renown, or will they die to the last man in heroic defense, perhaps someday to rise again in time of the kingdom's greatest need? Also included is a campaign, featuring all-new scenarios, that will give your battlesworn the chance to lead their kingdom to new heights of power and prestige. Scheduled to ship in August 2020.

OSP OAK002.....\$25.00



GAMES

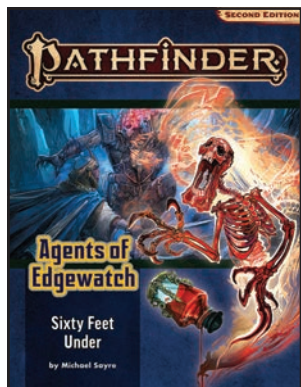
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PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH - AGENTS OF EDGEWATCH PART 2 - SIXTY FEET UNDER (P2)

The Edgewatch agents follow up on a lead in Absalom's financial hub, where they unravel a series of clues to determine the target of an impending bank robbery and put a stop to the crime before it occurs. Scheduled to ship in August 2020.
PZO 90158\$24.99



PATHFINDER RPG: ADVENTURE - THE SLITHERING (P2)

This exciting urban adventure set in the heart of a jungle city explores new territory in one of the Pathfinder worlds most popular locales! Scheduled to ship in July 2020.
PZO 9557\$22.99



PATHFINDER RPG: FLIP-MAT - HAUNTED DUNGEONS MULTI-PACK

Whenever your players make the choice to ignore the warnings and delve deep into a sinister complex or ghost-infested ruin, Pathfinder Flip-Mat: Haunted Dungeons Multi-Pack has you covered. Scheduled to ship in August 2020.
PZO 30108\$24.99



PATHFINDER RPG: FLIP-MAT - THE SLITHERING (P2)

Bring your adventures in *The Slithering* to life on your tabletop with this double-sided full-color Flip-Mat featuring key encounter locations from the Pathfinder Second Edition adventure, *The Slithering*, on either side! Scheduled to ship in July 2020.
PZO 30107\$14.99

SPOTLIGHT ON



PATHFINDER RPG: PAWNS - BESTIARY 2 PAWN COLLECTION (P2)

This collection presents beautiful full-color images of a wide array of deadly denizens, including more than 300 monsters such as dragons, giants, the Jabberwock, new elementals, deadly aquatic foes, vampiric menaces, creatures from other realities, demons, devils, angels, and much, much more! Scheduled to ship in August 2020.
PZO 1039\$39.99



STARFINDER RPG: ADVENTURE PATH - DEVASTATION ARK 1 - WAKING THE WORLDSEED

An adversarial ancient alien ship is on a collision course with the Pact Worlds in this thrilling three-part high-level *Starfinder* campaign! Scheduled to ship in August 2020.
PZO 7231\$22.99



STARFINDER RPG: FLIP-TILES - SPACE STATION EMERGENCY EXPANSION

Next time your players are ready to explore a space station's depths, they won't have to wait for you to surprise them with dangers in the next corridor or compartment. Scheduled to ship in August 2020.
PZO 7502\$19.99



STARFINDER RPG: STARSHIP COMBAT REFERENCE CARDS

Quick-reference cards put the rules at your fingertips, speeding up play and keeping the focus on thrilling battles in space! Scheduled to ship in August 2020.
PZO 7418\$19.99

POKÉMON COMPANY INTERNATIONAL



POKÉMON TCG: TRAINERS TOOLKIT

Turn your card collection into playable, fun, and winning *Pokémon Trading Card Game* decks! Inside this box, you'll find a plethora of Trainer cards and Energy cards, plus a Deck Builders Guide to putting them all together to create a deck that showcases your best Pokémon! You'll find everything you need to help you make the choices every deck builder faces: More big Pokémon? More strategic Trainer cards? How much Energy is too much? Steer a course for completely new decks, original combos, and all the fun of head-to-head competition with the *Pokémon TCG: Trainers Toolkit*!
PUI 80788PI

PORTAL



MILLION DOLLAR SCRIPT

It is the time of year when the big Hollywood studios are greenlighting new screenplays to become the next summer blockbusters. Screenwriters - often working in teams - are desperately trying to get in the room with powerful executives to pitch their ideas. If they are hired, the job can earn them millions.
PLG 2211\$20.00

PRIVATEER PRESS

MONSTERPOCALYPSE

Scheduled to ship in July 2020.

DRAKEN ARMADA COURSERS, ELITE COURSER, DRAKEN BERSERKER UNIT (RESIN AND WHITE METAL)

PIP 51103\$24.99

DRAKEN ARMADA FUSILIERS, ELITE FUSILIER, WARDER UNIT (RESIN AND WHITE METAL)

PIP 51102\$25.99



DRAKEN ARMADA RASTABAN MONSTER (RESIN AND WHITE METAL)

PIP 51101\$27.99



Q-WORKSHOP

LLAMA DICE SETS (7)

Scheduled to ship in August 2020.



BRIGHT - WHITE & BLACK

QWS SLA02\$13.00



SHIMMERING - GLITTERING DARK BLUE & WHITE

QWS SLA3F\$13.00



SPARKLING - GLITTERING DARK BLUE & PINK

QWS SLA3E\$13.00

RED RAVEN GAMES



SLEEPING GODS

In *Sleeping Gods*, you and up to 3 friends become Captain Sofi Odessa and her crew, lost in a strange world in 1929 on your steamship, the Manticore. You must work together to survive, exploring exotic islands, meeting new characters, and seeking out the totems of the gods so that you can return home. Scheduled to ship in August 2020.

RVM 023.....\$84.99

STEVE JACKSON GAMES



DRAGON D6 DICE SET

Harness the magic! In a forgotten cave in a far-away land, we found a dragons egg. Nurtured on a bed of smoldering embers, it finally hatched... and these brightly colored dice spilled forth! That's our story, anyway. Scheduled to ship in August 2020.

SJG 5957\$8.95



DELUXE DICE BAG: HAPPY FAERIES

These Faeries will guard your treasures! Carry your dice in style using this large, satin-lined dice bag with room for over 100 dice of all different shapes and sizes! Featuring custom art that perfectly accents any tabletop game, this whimsical dice bag with a silver lining will bring you luck at your next game night. You provide the faerie dust! Scheduled to ship in August 2020.

SJG 5215\$11.95



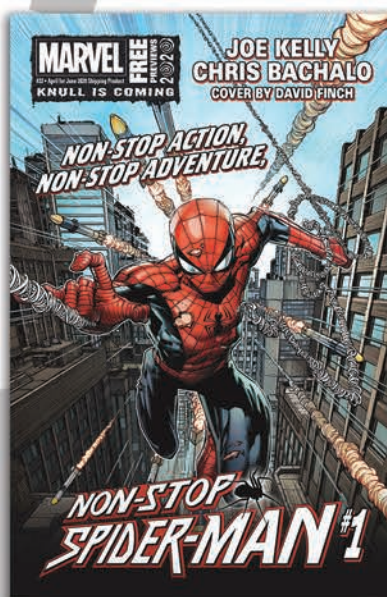
MUNCHKIN: MUNCHKINS & MAZES

Munchkin is back in a whole new addition! *Munchkins & Mazes* is the most self-referential *Munchkin* game yet, with cards inspired by the most popular roleplaying game ever, the latest live streaming crazes, the gaming hobby in general, and even by *Munchkin* itself! We've updated some of our favorite cards and created a whole lot of new ones in this set that's sure to please anyone who's ever rolled a 20-sided die. Scheduled to ship in August 2020.

SJG 1555\$24.95

DON'T MISS THIS MONTH'S MARVEL PREVIEWS CATALOG

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ING OF JUNE MARVEL
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GAMES

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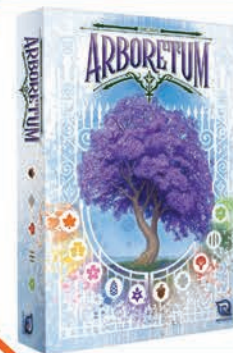
31

ARBORETUM (RGS00830)

- Create the most beautiful and efficient path through the garden.
- Plant as many trees as possible, but make sure to save some to exert your control.
- Stunning new art from Beth Sobel compliments this elegant card game.

MSRP: \$20 Ages: 8+ 2-4 Players 30 Min

Available Now!



**NEW
RELEASE**

ATHENEUM : MYSTIC LIBRARY (RGS02135)

- Study for your exam with magical books from the library!
- Organize the shelves while keeping an eye on your fellow students!
- Every action you take will give actions to the students near you!

MSRP: \$45 Ages: 10+ 2-5 Players 30-45 Min

September Release!



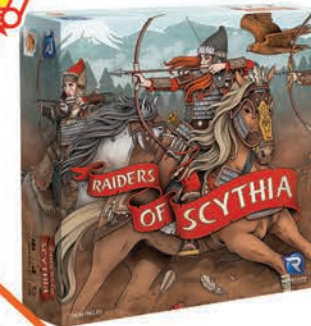
**NEW
RELEASE**

RAIDERS OF SCYTHIA (RGS02139)

- Play as one of eight Scythian Heroes each with their own unique player power.
- Adds eagles and horses to customize your crew with special abilities, strength and VP bonuses.
- Builds on the award-winning game play of Raiders of the North Sea

MSRP: \$55 Ages: 12+ 1-4 Players 60 Min

September Release!



**NEW
RELEASE**

THE SEARCH FOR PLANET X (RGS02079)

- Players take on the role of astronomers, participating in this real scientific investigation.
- Use the free companion app to survey for objects and take other actions.
- Use the app results and the logic rules to find objects, publish theories, and deduce where Planet X must be!

MSRP: \$40 Ages: 13+ 1-4 Players 60-75 Min

June Release!



**NEW
RELEASE**

WARP'S EDGE (RGS02072)

- Pilot your starfighter into enemy territory to battle the enemy fleet and mothership!
- Choose from one of 4 different starfighters, each with unique loadouts!
- Each warp will reset your position, but you will now have more skills and to help you get closer to victory!

MSRP: \$35 Ages: 10+ 1 Player 30-45 Min

June Release!



THE FOX IN THE FOREST (RGS00574)

- Familiar trick-taking mechanics with unique character powers.
- Compact size is perfect for travel.
- Don't be too greedy! More tricks won't always win the game!

MSRP: \$15 Ages: 10+ 2 Players 30 Min

Available Now!

REPRINT



BEST SELLER

FUSE (RGS00504)

- Roll the dice!
- Distribute the dice to defuse the bombs!
- Save the ship before the timer runs out!

MSRP: \$30 Ages: 13+ 1-5 Players 10 Min

Available Now!



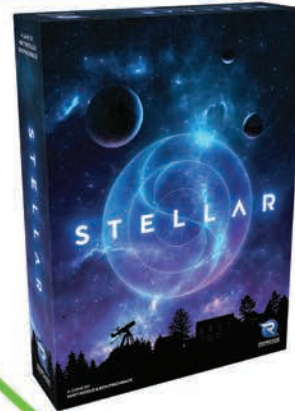
BEST SELLER

STELLAR (RGS02050)

- Calibrate your Telescopes to view Celestial Objects!
- Create a beautiful display of planets, moons, asteroids, and more in the night sky.
- Carefully choose and arrange your cards in this 2 player stargazing competition!

MSRP: \$20 Ages: 8+ 2 Players 30 Min

Available Now!



NEW RELEASE

KIDS ON BROOMS (RGS01550)

- Attend a magical school for witches and wizards like yourself!
- Uncover the secrets of your school while facing down mythical beasts, searching for school secrets and completing your homework!
- Rides brooms, brew potions and cast powerful spells!

MSRP: \$25 Cover Artist: Heather Vaughan

Designers: Johnathan Gilmour, Doug Levandowski, Spence Starke

August Release!



SMIRK & DAGGER



CINDR

Are you a dragon looking for companionship? Or just the adventurous type, looking to join the exciting dragon dating scene? *Cindr* is a 'push your luck' dice game that allows players to set up a dating profile and then thumb through potential matches, seeing if a given dragon sounds compatible. If so, Meet Up and say hello - and if that goes well, push your luck and take the Next Step. You never know, before the date is over you may just take things to the Next Level! The better the dates go, the more Love points you earn - but watch out, just 3 Flames will leave you burned, scoreless and searching for love all over again. Will you be the first of your friends to find love and fulfillment? Scheduled to ship in August 2020.

SND 0071\$30.00

THAMES & KOSMOS

ADVENTURE GAMES: THE VOLCANIC ISLAND

In this cooperative game, you take on the role of four students traveling together on a remote and mysterious island. You are looking into some strange events that have been happening incidents that the police believe are natural occurrences, things to be expected on a volcanic island such as this. But is everything really as normal as it seems? Or is there something else behind what is happening at the volcano? How the story ends is entirely up to you. Scheduled to ship in June 2020.

TAK 695133\$19.95



TARGI EXPANSION

In this expansion to the hit game *Targi*, the original gameplay is both expanded and improved with new tribe cards, new border cards, water tokens, and a special Targia pawn which all combine to make a phenomenal game even better. Scheduled to ship in June 2020.

TAK 692643\$19.95

UPPER DECK ENTERTAINMENT

LEGENDARY DBG: MARVEL - THE NEW MUTANTS EXPANSION

This super-powered, ragtag gang of new recruits might be too young to be full-fledged X-Men, but they are nonetheless a powerful force to be reckoned with. Recruit super-charged mutants like Mirage, Warlock, Sunspot and the rest of the team (some found in previously released expansions: *Magik - Secret Wars Volume 1*, *Cannonball - X-Men*) as these determined amateurs explore their mutant abilities and attempt to thwart the machinations of malevolent Masterminds like Belasco and his Demons of Limbo!!

UDC 93722PI



VS SYSTEM 2PCG: MARVEL - THE FANTASTIC BATTLES (1 OF 3)

The Fantastic Battles, the first Giant-Sized Issue for Volume 3 of *Vs. System 2PCG*, is the first issue for the First Family story arc. This super-famous, super-powered team of four is an exciting, long-awaited addition to the *Vs. System 2PCG* catalog of heroes and brings a wealth of power and ability to your deck.

UDC 93993PI



VS SYSTEM 2PCG: MARVEL - THE HERALD (2 OF 3)

The *Heralds*, as the chosen minions of one of the most powerful beings in the universe, were empowered with superhuman strength and abilities. Add powerful entities, imbued with the Power Cosmic, like the Silver Surfer or Nova both ready and willing to usher your opponents toward annihilation to feed their monstrous master!

UDC 93995PI



VS SYSTEM 2PCG: MARVEL - THE FRIGHTFUL (3 OF 3)

The last issue of the First Family story arc, *The Frightful*, includes a dastardly list of evil doers that have crossed paths with the Fantastic Four. Such a list would not be complete without the insatiable Devourer of Worlds and master of *Heralds*, *Galactus*. Add the time-traveling tyrant *Kang the Conqueror* to the mix and you can now complete an epic deck of destruction.

UDC 93997PI

USAOPOLY



HARRY POTTER: HOGWARTS BATTLE - THE CHARMS AND POTIONS EXPANSION

Continue to defend Hogwarts in *Harry Potter: Hogwarts Battle - The Charms & Potions Expansion*! This much anticipated second expansion to *Hogwarts Battle* increases the player count to five Heroes including the newest playable character, *Ginny Weasley*! Enhance your experience with *Charm* abilities to aid you as you battle new Villains and Encounter even more challenges. Trouble is brewing, only by working together will you be able to protect the Wizarding World from He-Who-Must-Not-Be-Named.

USO DB010717PI



IT CHAPTER TWO "RETURN TO DERRY" 1,000-PIECE PUZZLE

Take a grand-ole trip down memory lane as you return to *Derry, Maine* to visit your favorite shape-shifting friend in this 1,000-piece puzzle.

USO PZ010662PI



MUNCHKIN: DISNEY

Players will find their favorite characters from the across the Disney universe in this magical edition of *Munchkin*. Villains and unexpected pitfalls await in this role-playing card game where hunting for treasure, lining up Allies, and collecting Gear is all part of your world as you race to be the top Disney fan at Level 10. Are you ready to kick down the door and see what's on the other side?

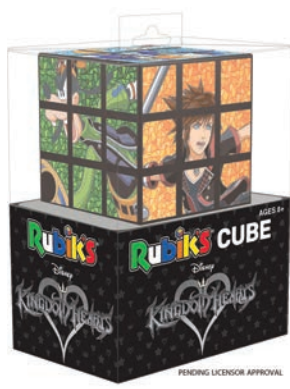
USO MU004000PI



RICK & MORTY "SHY POOPER" 1,000-PIECE PUZZLE

Modesty is not required to complete this Rick and Morty 1,000-piece puzzle featuring none other than Rick Sanchez himself on the john.

USO PZ085666PI



RUBIK'S: DISNEY KINGDOM HEARTS

The Kingdom Hearts Rubik's Cube holds the power to unlock your heart! Master this classic 3D puzzle by twisting the sides and scrambling the characters before returning your heroes to their original positions. Featuring the faces of Mickey Mouse, Donald Duck, Goofy, Riku, Sora, and Kairi.

USO RU004635PI



SPONGEBOB SQUAREPANTS PLANKTON RISING

Are you ready kids!? *SpongeBob: Plankton Rising* is a fun cooperative card and dice game where players assemble a team of allies to face off against Plankton. Take on the roles of your favorite Bikini Bottom characters such as SpongeBob, Patrick and Squidward. By using a combination of strategy and luck, players will attempt to take down Plankton from atop the Chum Bucket and thwart his plans to steal the Krabby Patty's precious ingredients.

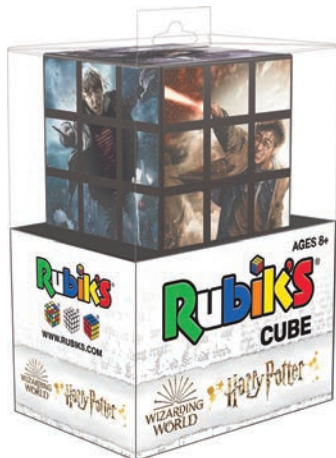
USO DC096-712PI



WARHAMMER 40K RISK

Battle with your favorite factions for control of the planet Vigilus in the Battle of the War of the Beasts. Take control of your faction and attempt to vanquish your foes across the unique planet map that has been customized for Warhammer fans. In this *Risk* game, custom sculpted units will allow you to control the key locations in your bid to rule the planet! Scheduled to ship in July 2020.

USO RI126581PI



RUBIK'S: HARRY POTTER - BATTLE OF HOGWARTS

Twist, turn or cast a spell to bring Harry Potter and his friends back to their original state of the Rubik's: Harry Potter - Battle of Hogwarts.

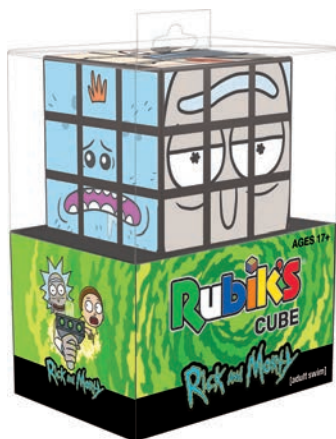
USO RU010400PI



SCOOBY-DOO: ESCAPE FROM THE HAUNTED MANSION

In this Coded Chronicles game, take on the roles of the teen sleuths and their courageous canine pal, Scooby-Doo! Decode your way out of the haunted mansion in this cooperative experience for the whole gang! Can you solve the mystery of Lady Fairmont's Ghost with the help of Mystery, Inc.? Scheduled to ship in May 2020.

USO ER010-001PI



RUBIK'S: RICK AND MORTY

Twist and turn this bad boy until it's a jumbled mess and then see if you have the mental wontons to get it back to its original state of the Rubik's: Rick and Morty.

USO RU085434PI



THE SIMPSONS "CAST OF THOUSANDS" 1000-PIECE PUZZLE

Celebrate over 30 years of hilarious and memorable moments with a collage of all your favorite characters in The Simpsons "Cast of Thousands" 1,000-piece jigsaw puzzle. Find Springfield's TV stars, tavern regulars, other-worldly visitors and more in this 19x27" tribute to America's favorite cartoon family and friends.

USO PZ006025PI



P-38 LIGHTNING SQUADRON

WL 72412009PI

THE BATTLE OF MIDWAY - NEW BLOOD STARTER SET

WL 771510003PI

HAIL CAESAR



ARMY LISTS - BIBLICAL TO EARLY MEDIEVAL

WL 101010003PI

BLOOD RED SKIES

Scheduled to ship in June 2020.

VICTORY AT SEA

Scheduled to ship in June 2020.

A6M2 ZERO SQUADRON

WL 772411005PI

AICHI D3A 'VAL' & NAKAJIMA B5N 'KATE' SQUADRON

WL 772411004PI

DOUGLAS DAUNTLESS & DEVASTATOR SQUADRON

WL 772412007PI

F6F HELLCAT SQUADRON

WL 772412005PI

VICTORY AT SEA: RULEBOOK

WL 741010001PI

IJN SUBMARINES & MTB SECTIONS

WL 743211008PI

KRIEGSMARINE AIRCRAFT

WL TBC1PI

KRIEGSMARINE U-BOATS & MTB SECTIONS

WL 742411017PI

MERCHANT CONVOY

WL 742419901PI

REGIA MARINA AIRCRAFT

WL TBC2PI



REGIA MARINA FLEET BOX

WL 742411003PI

REGIA MARINA SUBMARINES & MTB SECTIONS

WL 743211009PI

ROYAL NAVY SUBMARINES & MTB SECTIONS

WL 743212006PI

US NAVY SUBMARINES & MTB SECTIONS

WL 743212005PI

VITTORIO VENETO

WL 742411090PI

SPOTLIGHT ON



DISTRICT 9 BOARDGAME

District 9: The Boardgame, a competitive 2-4 player game based on the classic sci-fi film. Return to District 9 and relive the three days of the film from a whole new perspective. Lead your Faction through the alien slum in a search for the tech that will give you the edge. Salvage the most technology, take control of the district, and claim your victory! Scheduled to ship in September 2020.

DIA STL146898PI

WIZARDS OF THE COAST



FEATURED ITEM



MAGIC THE GATHERING CCG: SECRET LAIR ULTIMATE EDITION

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C79570000PI



FEATURED ITEM

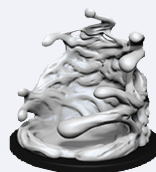


MAGIC THE GATHERING CCG: SIGNATURE SPELL BOOK - CHANDRA DISPLAY (6)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C78420000PI

SPOTLIGHT ON



DUNGEONS & DRAGONS NOLZUR'S MARVELOUS UNPAINTED MINIATURES: W12

Scheduled to ship in August 2020.

BLACK PUDDING

WZK 90089\$4.99

BONE NAGA

WZK 90086\$8.99

BULLYWUG

WZK 90069\$4.99

CLOAKER

WZK 90083\$8.99

DIVING GRIFFON

WZK 90076\$14.99

DROW MAGE & DROW PRIESTESS

WZK 90071\$4.99

FEMALE ELF SORCERER

WZK 90054\$4.99

FEMALE ELF WIZARD

WZK 90061\$4.99

FEMALE HUMAN BARBARIAN

WZK 90056\$4.99

FEMALE TIEFLING SORCERER

WZK 90059\$4.99

FLUMPH

WZK 90065\$4.99

GIANT APE

WZK 90090\$14.99

GIANT SPIDER & EGG CLUTCH

WZK 90077\$4.99

GNOLL & GNOLL FLESH GNAWER

WZK 90066\$4.99

GOBLINS & GOBLIN BOSS

WZK 90063\$4.99

GORGON

WZK 90079\$8.99

GRICK & GRICK ALPHA

WZK 90068\$4.99

HOOK HORROR

WZK 90080\$8.99

JACKALWERE

WZK 90075\$4.99

KOBOLD INVENTOR, DRAGONSHIELD & SORCERER

WZK 90064\$4.99

SPOTLIGHT ON



LEUCROTTA	
WZK 90067	\$4.99
LIZARDFOLK & LIZARDFOLK SHAMAN	
WZK 90074	\$4.99
MALE DRAGONBORN PALADIN	
WZK 90057	\$4.99
MALE HALF-ELF BARD	
WZK 90055	\$4.99
MALE HUMAN PALADIN	
WZK 90060	\$4.99
MALE HUMAN SORCERER	
WZK 90053	\$4.99
MALE TIEFLING SORCERER	
WZK 90058	\$4.99
MANTICORE	
WZK 90078	\$8.99
NALFESHNEE	
WZK 90084	\$8.99
NIGHTMARE	
WZK 90087	\$4.99
OGRE ZOMBIE	
WZK 90088	\$8.99
ORC ADVENTURERS	
WZK 90062	\$4.99
RAGING TROLL	
WZK 90081	\$8.99
REVENANT	
WZK 90070	\$4.99
ROPER	
WZK 90085	\$8.99
SAHUAGIN	
WZK 90073	\$4.99
SEA HAG & BHEUR HAG	
WZK 90072	\$4.99
STORM GIANT	
WZK 90091	\$14.99
VENOM TROLL	
WZK 90082	\$8.99



Cat Tower



Stack for Snacks!

August Release



© 2020 Renegade Game Studios.

Number of Players: 2-6
Playing Time: 15-20 min
Ages: 6+ MSRP: \$20

www.renegadegames.com

GAMES

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GTM

JUN 2020

37



FEATURED ITEM



MARVEL HEROCLIX: SPIDER-MAN AND VENOM ABSOLUTE CARNAGE BOOSTER BRICK (10)

Spider-Man and Venom are often foes but will join forces to stop Carnage in a *HeroClix* set that can't be missed! *Spider-Man and Venom Absolute Carnage* features exciting characters that fans will recognize from the comics and movies like Spider-Man, Green Goblin, Mysterio, and more! Fans will find more

Venomized versions of beloved characters like Captain Marvel and Doctor Strange as well as characters that have never been clixed like Knull, Scream, White Rabbit, and more! Exciting new gameplay will highlight characters' secret identities, symbiotes, and extra special bonuses for keywords and themed teams! Scheduled to ship in August 2020. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
WZK 73493 \$129.90



MARVEL HEROCLIX: SPIDER-MAN AND VENOM ABSOLUTE CARNAGE DICE AND TOKEN PACK

Dice and Token Packs contain 2 custom dice featuring a special logo to match the set, and 6 action tokens featuring fan-favorite characters from the release! Tokens will also have a bystanders on the back to use with characters that generate them in the set! Scheduled to ship in August 2020.
WZK 73497 \$9.99



MARVEL HEROCLIX: SPIDER-MAN AND VENOM ABSOLUTE CARNAGE FAST FORCES

Celebrate the release of *Spider-Man and Venom Absolute Carnage* with a new *Fast Forces* set featuring characters of Spider-Man allies and foes, including some characters that can be used with the secret identity mechanic found on characters in the booster brick. Look for Spider-Man, Venom, Black Cat, Carnage, Mysterio, and Ghost-Spider in this exciting new *Fast Forces*. Scheduled to ship in August 2020.
WZK 73495 \$16.99

SPOTLIGHT ON



PATHFINDER DEEP CUTS UNPAINTED MINIATURES: W12

Scheduled to ship in August 2020.
CULTIST & DEVIL WZK 90092 \$4.99
DULLAHAN (HEADLESS HORSEMEN) WZK 90093 \$4.99
MINOTAUR LABYRINTH GUARDIAN WZK 90094 \$14.99
NIGHTMARE DRAGON WZK 90095 \$14.99

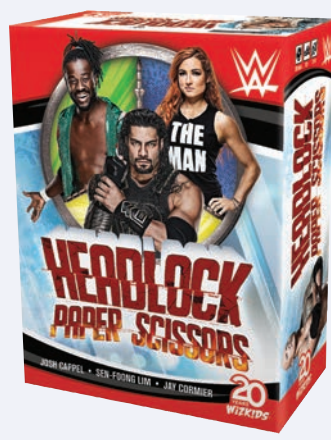
SPOTLIGHT ON



WIZKIDS DEEP CUTS UNPAINTED MINIATURES: W12

Scheduled to ship in August 2020.
TOWNS PEOPLE - CASTLE WZK 90096 \$39.99
TOWNS PEOPLE - CASTLE 2 WZK 90121 \$39.99

SPOTLIGHT ON



WWE: HEADLOCK, PAPER, SCISSORS

From the designers of *Rock, Paper, Scissors*, *Wizd* comes an all-new game of Striking, Showboating, and making hand signals! Players select their favorite Superstar and work to gain the most popularity and reach the briefcase at the top of a 3-D ladder while making sure their opponents don't get there first. Each round, players select a shared technique, or their Superstar's signature technique, and simultaneously chant "Money!" "In the!" "Bank!" before revealing their technique and their target. Scheduled to ship in May 2020.
WZK 87507 \$19.99



8+



3-10



30 Min.

— SCOTT BRADY —

HUES AND CUES

A GUESSING GAME
OF COLORS AND CLUES

**Everyone imagines colors a bit differently.
What hue do you think of when we say “apple”?**

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By Russell Zimmerman

SHADOWRUN



EXTRACTION ACTION/REACTION Part Five: Control



SHADOWRUN RPG: SIXTH WORLD CORE RULEBOOK

CAT 28000..... \$49.99

Available Now

Hardpoint was a simple dwarf who enjoyed simple pleasures. One such pleasure, any self-respecting combat rigger will tell you, is bringing superior firepower to bear.

"Don't bring a knife to a gunfight" was an old adage that saw surprisingly little use in the Sixth World, with all the nimble elves and powerful trolls running around, the street samurai and razorboys made flicker-quick with chipped reflexes and racer-tuned cyberlimbs, the implanted blades and the blunt trauma caused by armor plating or reinforced bones. Monoswords and combat axes sold for a reason, and plenty of people brought knives to gunfights. Stupid phrase.

In certain circles, it had been replaced by, "Just don't even show up to a drone fight."

At Coydog's request, Hardpoint showed the Saeder-Krupp combat magician why that was.

His primary combat drone for the day was a Mitsuhamma Computer Technologies/Nissan Roto-Drone (Tactical Assault variant) (customized). It brought to bear an MCT drone-customized assault rifle, a carbine built specifically to be mounted on unmanned vehicles instead of worrying about metahuman ergonomics.

He was able to swoop it in on an attack vector triangulated with tactical input provided by his MCT 'Fly-Spy' mini-drones. He flew directly via mental commands piped through his MCT-specced Level III-Platinum control rig headware, and he did so ably thanks to MCT's training and the precise controls sent by a top-end MCT rigger command console.

The attack run was, in short, a coordinated effort between a great many moving parts of cutting edge technology, but every piece of that technology came from the same corporate source.

And so, when one long, chattering, autofire burst roared forth, and a full magazine of armor-penetrating rounds turned the Saeder-Krupp combat-trained hermetic into a wet, red mess?

Very decisively, the day's score became Mitsuhamma Computer Technologies: ONE, Saeder-Krupp: ZERO. Hardpoint was brand-loyal for life.

MCT's zero-tolerance Z-Zone mentality paid dividends after one target earned a whole mag. He didn't even need to shoot at any of the mall security after that show of force! His Roto-Drone just swept near them melodramatically, flew back and forth in an aggressive pattern, and covered the team's hasty retreat without firing another shot.

Simple pleasures for a simple man. Overwhelming firepower topped the list, but getting your friends to safety afterward? That was important, too.

So the former MCT security rigger took a great deal of pleasure in watching his teammates pile into his long-since-customized getaway van.

Myth had never left, overseeing affairs — still armed and armored up, ready to provide direct support as needed — from relative safety, as they all preferred she do. Gentry was the first to

get back, due to the young courier's athleticism as much as their planned order of operations. Then, package in tow, Sledge and Coydog arrived. The ork was beat all to hell, the elf was clearly fatigued from casting and summoning too heavily, but they were there, there were alive, and they had Dr. Ichika MacDougal and her head full of data.

Hardpoint battered the hatches and peeled out once all were aboard and his drone nested. The squad's home away from home sported armor plating, pop-up machine guns, and a very, very powerful engine.

For this daring daylight getaway, Hardpoint knew he'd need it all.

Every single upgrade got a workout during the Downtown chases that ensued with mall security (off-site licensed), then Knight Errant (until their Mr. Johnson got the Ares-owned city security force to back off), and finally the much more sincere efforts of Saeder-Krupp's nearest fast response/urban pursuit team.

Through it all, Hardpoint's meatbody — dwarven, wild-bearded — barely twitched. He drove purely in virtual reality, piped commands wholly through his MCT hardware, piloting by feeling, living in the moment, being a part of rather than apart from, the van. His eyes were shut, he saw through the rigged vehicle's sensors. His feet didn't touch pedals, they were the tires squealing and smoking like a street-racing drifter's. His hands didn't touch the wheel, they were the van, reaching out and touching oncoming S-K pursuers with fingers of automatic fire spat from angry hardpoint-mounted weaponry. Their pursuers never stood a chance — Hardpoint smoked 'em.

Throughout the escape, Ms. Myth and Coydog patched up Sledge as best they could, while Gentry ran comms-interference and kept one eye on their prize. Finally, though, all seemed clear, and the only thing left was to deliver their package to the awaiting Mr. Johnson. Sledge's soreness ratcheted up his surliness, and Myth leveraged it expertly as evidence of their extra effort, scoring them a bonus for going in with non-lethal options and only piling up a body count when Saeder-Krupp had responded bloodily first.

Before long, Dr. MacDougal was chatting with Mr. Johnson about research budgets and benefit options; already settling into her new home, conveniently ignoring the trail of bodies that had brought her there.

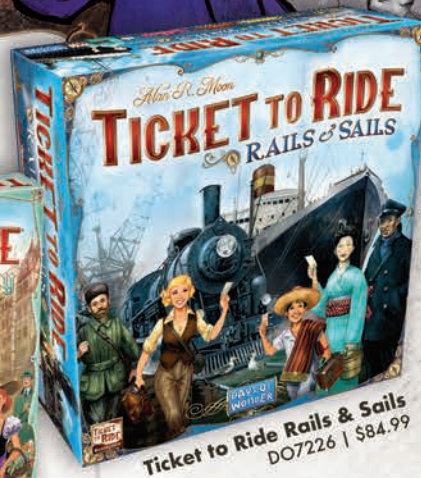
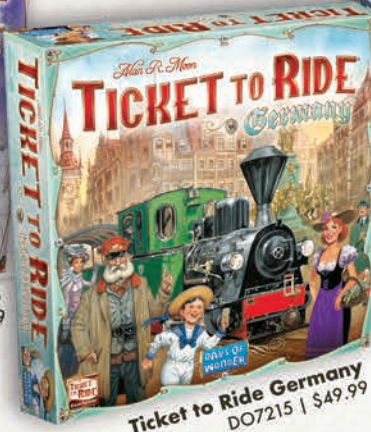
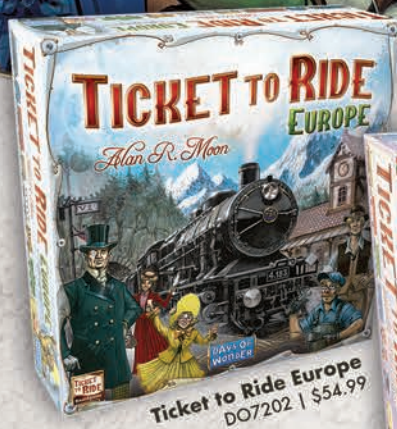
As for Ms. Myth and her team: All's well that ends in payment.

...

Russell Zimmerman is a chromed-up word-merc who quickdraws keyboards for whoever's paying. When he's not slinging fiction around as an RPG freelancer, he's gaming on podcasts and Twitch-streams, doing work with his own tiny company Wordsmith Games, or whipping up a story for his Patreon backers!

Start your journey with **TICKET TO RIDE**

D07201 \$54.99



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A RACE AGAINST TIME IN A FROZEN WASTELAND



LAST AURORA

AGS ARTG012..... \$49.90 | Available Summer 2020!

The radioactive dust of the Last War has frozen the northern countries. In the ice desert, the few survivors live in an icy hell as the resources of the "old world" are now exhausted, and travel to the south is too long and dangerous. But the last icebreaker ship, the Aurora, is cruising along the coast, looking for survivors.

Last Aurora is a competitive post-apocalyptic board game of racing and resource management developed by Pendragon Game Studio, with English edition published and distributed by Ares Games. In this Designer's Notes, the designer, Mauro Chiabotto, tells of the game's conception.

"I've loved the post-apocalyptic theme since I was young; I spent several months playing 'Fallout 2' and I'm a big fan of the 'Interceptor' trilogy. When I fell in love with board game design, I was immediately struck by the desire to create a game to honor this setting.

In October 2016 I start thinking about designing a new racing board game, but I didn't find a suitable theme. To find inspiration I opened BoardGameGeek and spent hours until I found an interesting thread concerning the 'survival' theme. I immediately liked the background and I started thinking how the "survival" and "racing" themes could blend together.

My initial idea was based around a sled dog race, in which people competed in a race through a wild land managing a sled, concerned about speed, loadout, its dogs' features, finding food, and facing varying problems (lakes, animals, etc.). Unfortunately, even if this theme was a good starting point, I was unable to find a good mechanic for the core of the game.



A few weeks later I came back home exhausted after a long day of coding at work. I went to bed and put on a movie that I've watched many times. This is one of my habits when I'm tired, to clear my mind. The movie was "Mad Max: Fury Road", and a light bulb went on over my head. I remember exactly when the idea was born, it was during a chase scene!



This scene triggered my imagination and I started to develop potential game concepts: "people have to drive a truck"... "they have to escape from a disaster"... "they have to fight to survive"... "they have to find fuel"... "they have to have different spaces in the truck for people, resources, and/or weapons".



I wanted to use a very simple idea that I had in mind for quite a long time: a card game with many characters, each one with its unique ability. The theme and my general idea seemed to be a good match. I had to design a game in which each player must save people. Each person is represented by a card and each character has a different skill.

I didn't sleep much that Friday night. I began mixing these concepts in my head in order to test the general idea and see if it would work. All the thoughts matched perfectly, so I started creating a world... a wasteland... to tell a story.

The first step of the design was the Convoy assembly: I wanted to give players the possibility to create a custom vehicle, modifying many aspects of it (such as speed, weapons, and load capacity). I began drawing an articulated vehicle and I tried many times to divide it in several rectangles, until I identified three essential parts: a vehicle, a trailer, and a device to put on the roof. They could



be easily represented on a card and I designed the first cards in order to create a sort of puzzle to visually represent the Convoy built. I spent many days to find an objective and, to respect the survival theme, it had to be something central to the game, to save people before something bad happened. After several attempts, such as a nuclear explosion to escape from, or a shuttle to reach before the planet explodes, I found a great objective to reach: a ship. The last ship that could save the survivors from a nuked wasteland. The ship quickly became the emotional core of the game. This ship was to be the only hope for survival, and I thought of its name evocative: Aurora, the first light of the day. The light of a new life away from radiation and murder.

Step by step I added all the elements belonging in a post-apocalyptic game: exploration, scavenging for resources, fire enemies, mutants, robots, and so on.

This little extract only covers the first step of a larger design work and editing together with the Pendragon Game Studio's team. I really hope to give you a pleasant (as pleasant as it can be in a post-apocalyptic survival game!) 90 minutes of gaming."

...

Mauro Chiabotto is a 29 years old mechatronic engineer. Living in Aosta Valley, a little region in North Italy, he has three main passions: board game design, League of Legends and Brazilian Jiu jitsu. Last Aurora is his first game to be published, designed to celebrate his big passion for post-Apocalyptic settings.



WIZKIDS™ FAMILY GAME SPOTLIGHT

With such an enormous number of family-friendly games available, it can be a challenge to pick the best options for game night. WizKids has a number of great family games in its catalogue, including these two excellent choices, one coming out soon, and one already available.

THE GREAT CAKE ESCAPE (WZK 87505, \$29.99)

2-4 players • 15 minutes • Ages 10+

In *The Great Cake Escape*, players take on the roles of devious bakers attempting to earn a little extra dough by sneaking escape tools into a three-tier cake for the prisoners at the local prison to find. In order to sneak the items in, the cake will have to pass inspection, but luckily, the guards only find the most obvious item (say, dynamite), leaving behind the others (say, a pickaxe).



With a unique theme, easy to grasp gameplay, and a beautiful, three-dimensional cake, it's going to be a hit for the whole family.

Players start with 11 tools to hide, all with different point values, from a simple knife to a giant chainsaw. Each turn, you select one item, and push it between two layers of the cake, in a single direction, as far as it'll go. Sometimes it'll knock out pieces on the other end — just try to knock out more of your opponents' than your own! There's also a special disguise piece, that allows you to replace a piece that has fallen out.

After everyone has gone back and forth, jamming shovels, screwdrivers, handsaws and keys into the cake, and are now out of pieces, the cake is ready to go! Hopefully you've hidden your tools well, because before the prisoners make their sweet escape, the guards must inspect the cake. The most visible piece on each layer is removed, and everything still in the cake makes it to the prisoners! Players will count the points on each of their pieces still inside the cake at the end of the game, and the player with the most points is the winner!

The Great Cake Escape plays quickly, with each game only taking about 15 minutes. As you play, you'll want to try out a variety of strategies. Is it best to play your largest pieces early, so you can fit smaller pieces in at the end, or save your larger pieces to help knock out your opponents'? The variety of strategic options give the game a high level of replayability despite its short playtime.

The game also features an excellent table presence and an easy setup. The 3D, three-tier cake comes built, with each layer nested in

the next. No folding, bending, or stickering — all you need to do is stack the tiers. Of course, there's nothing to stop you from decorating it more and making it your own!

And yes, the designer's real name is Jay TREAT!

KUNG FU ZOO (WZK 73371, \$29.99)

2-4 players • 5-10 minutes • Age: 10+

Of course, *The Great Cake Escape* isn't the only fast and fun dexterity game for gamers of all ages available from WizKids! *Kung Fu Zoo* is still a perfect choice for a game that's quick, entertaining, and easy to learn, with a fun animal theme.

Every zoo has wild animals — these animals just happen to be a little wilder than most. When the local zoo closes for the night, and after all the employees have headed home, the animals sneak out of their cages and enter an arena to take part in the greatest, and most secret, of all zoo attractions — Kung Fu fights!



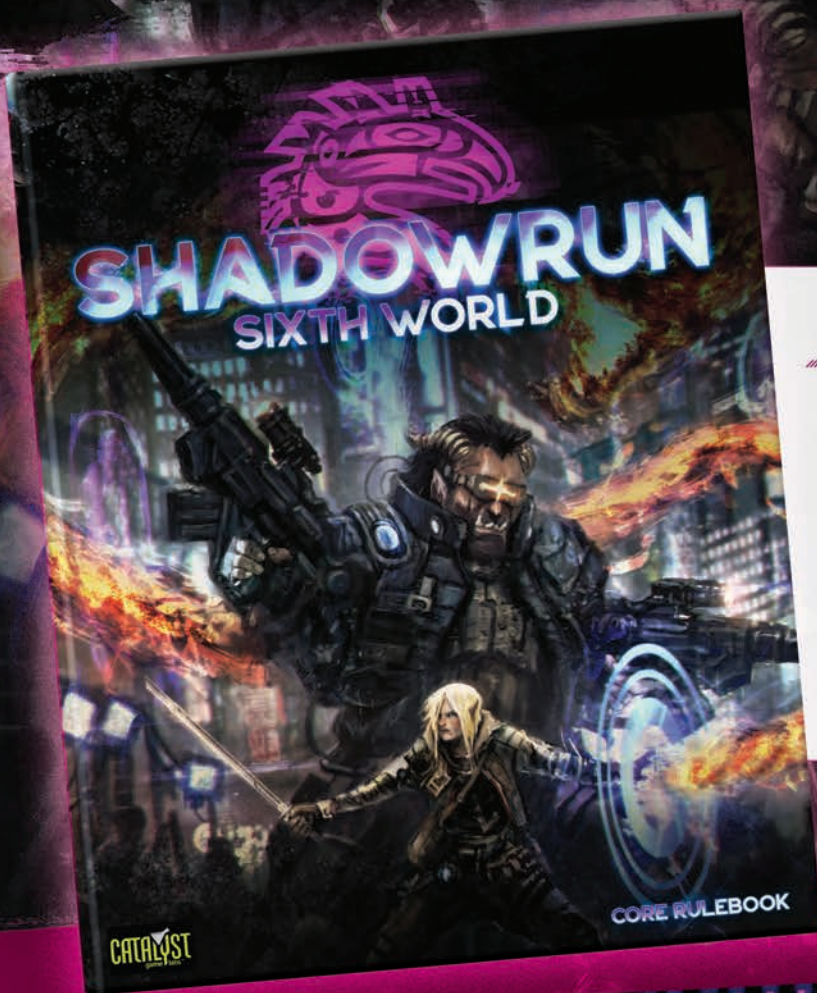
Kung Fu Zoo is a dice-flicking dexterity game where players control a team of highly trained animals and compete to become that night's champions of the zoo! Players will choose from either gorillas, elephants, zebras, or cheetahs as they compete for victory. Each turn, you take one of your custom, six-sided animal dice, and flick it from the side of the arena, trying to stun an opponent's die, or knock them through a hole in the board, trapping them back in their cage. The game features two distinct gameplay modes — in the points match, players will earn different amounts of points based on the positions of their animals in the arena. The other mode, cage battle, sees players battle all-out: the last team standing wins. The game plays anywhere from 2-4 players, so you can go head-to-head in a two-player due, or have a three or four player free-for-all!

With its family-friendly animal theme and its fun dexterity gameplay, *Kung Fu Zoo* is another great choice for family game nights everywhere!

Whether you're having a sweet time with *The Great Cake Escape* or battling it out with *Kung Fu Zoo*, WizKids has the solution to the eternal game night dilemma. With these great options and more, you'll never be bored on Family Game Night with your favorite WizKids games!

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SIXTH WORLD



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Shadowrun, Sixth World is the latest edition of one of the most popular, enduring role-playing games of all time. With faster gameplay and streamlined rules, this edition is designed to get you right into the cyberpunk-crossed-with-fantasy action, taking the risks you need to survive—and someday become a legend.

NOW AVAILABLE

The **Shadowrun, Sixth World GM Screen** provides all the easy reference tools you expect in a GM screen, along with much more. Customizable art displays, pockets to show the exact data you want to see and also display NPC cards (letting the players see the art and gamemasters see the stats), and a Heat tracker to give real-time feedback on the pressure they're facing all help make the screen a unique tool. Don't just learn the game—use the screen to get into it!



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Back To The Dungeon Brotherwise Returns To **BOSS MONSTER** THE DUNGEON BUILDING CARD GAME



BOSS MONSTER: VAULT OF VILLAINS MINI-EXPANSION		
BGM 252	\$11.95	Available October 2020!
OVERLORD		
BGM 245	\$39.95	Available October 2020!

Since Brotherwise Games launched *Boss Monster* in 2013, it has been synonymous with our brand. Indeed, for our first three years it was the only line of games in our library and the game that first allowed us to go full-time in gaming. From 2013 to 2018 we launched five *Boss Monster* expansions and numerous accessories, all of which have had a perennial presence in game stores worldwide.

After taking a year to work on other titles, Brotherwise is returning to *Boss Monster* in a big way. With a new mini-expansion and an entirely new spinoff title coming later this year, now is a great time to look back at what made the brand and a hit and show off what's coming next.

MASTER OF THE DUNGEON

The original *Boss Monster* was one of the first indie runaway hits on Kickstarter and logged a place in Kickstarter's Top 10 Funded Boardgames in 2012. Kickstarter still had a questionable reputation within the industry at the time, but we think there's little doubt that the Kickstarter, and its subsequent coverage, put *Boss Monster* on the map and allowed it to move quickly into a successful retail launch. Our timing was good, too. In 2012, America was only four years removed from the 2008 financial crash, and recovery was slow. *Boss Monster*'s retro styling and satirical references to nerd culture were appealing to fans pining for the rosier days of their youth, a sentiment soon echoed in pop culture hits like *Stranger Things* and *Ready Player One*.

Because Brotherwise was a part-time gig at first, growth for the *Boss Monster* brand was slow. *Tools of Hero-kind*, our first mini-expansion, launched soon after the base game and shuffled Items into the mix. Items were turned Heroes from a hapless resource into a legitimate threat. After that, it was another year and a half until *Boss Monster: The Next Level* came out. The Next Level introduced new Hero types, Epic Spells, and more cross-table play, and delighted fans looking for new variety in their dungeons. *Crash Landing* arrived in 2016 and took the game to 5-6 players. *Implements of Destruction* brought

even more Items into the mix in 2017, and most recently, *Rise of the Minibosses* really shook things up in 2018 with Minibosses and a coin-based economy to get even more out of your monsters and traps.

Something about *Boss Monster* keeps players coming back for more, and it's been a pleasure for us to keep looking for ways to keep the brand fresh and interesting for fans, new and old.

OPENING THE VAULT

That brings us to *Boss Monster's* future. This year we'll be releasing *Vault of Villains*, the first *Boss Monster* mini-expansions since *Implements of Destruction*. Bigger than our usual mini-expansions, *Vault of Villains* is designed to unify all the other *Boss Monster* expansions on one table. Like many brands, as *Boss Monster* has grown as a series, new expansions have introduced new mechanics. While new mechanics can bring a game back to the table, "mechanic dilution" is always a worry when different games in the line are combined and played together. This was particularly an issue with the coins and minibosses introduced in *Boss Monster's* third "big" expansion: *Rise of the Minibosses*. *Vault of Villains* fixes that.

Like *Rise of the Minibosses*, *Vault of Villains* can best be described as a "minibosses set." The game includes 15 Miniboss Rooms that can be shuffled into either *Boss Monster* one or two. To keep those minibosses well paid (coins are used to promote them), the set also includes five coin rooms for each treasure type in the game and numerous multi-treasure rooms. Coin rooms either produce or use coins, and can be shuffled right into your base sets. To round things



off, the set includes five miniboss-themed Bosses and eight spell cards that will help you get minibosses to the table. Best of all, the set includes enough cards to include the 5-6 player Crash Landing set in your games with minibosses! At over 60 cards, *Vault of Villains* brings lots of new flavor and depth to your *Boss Monster* games, but serves that most important task of getting all the game to play their best together.

MASTER OF THE DUNGEON OR LORD OF THE OVERWORLD?

At GAMA this year, Brotherwise teased an all new *Boss Monster* experience coming this winter. *Overlord* is the first ever *Boss Monster* spin-off, and our biggest release since the original game. Instead of competing to build the best dungeon, now our Bosses are competing to create the perfect Overworld for hero-smashing. You'll construct the Overworld using terrain tiles, each of which scores "deadliness" points in a different way. Dank, oozing Swamps are deadliest when grouped together, or near sources of water that keep them nice and icky. Endless Forests are scored based on how many of them you have on your board; the more there are, the deadlier they become to heroes lost in the woods. In addition to scoring your tile arrangements, you'll also get points for populating each tile with monsters. Monster tokens offer points based on how well they match their tile and by how you arrange them on the board.

For *Boss Monster* fans old and new, *Overlord* is a great introduction to the world of videogame-inspired villainy. Geared at players of all ages, *Overlord* is easy to learn for any player who can tackle *Kingdomino* or *Sushi Go*. We can't wait to see players come up out of their dungeons and into the light to see who's the greatest Overlord of all!

...



Karmaka

WHAT GOES AROUND, COMES AROUND CHRONICLE BOOKS

KARMAKA: THE GAME OF TRANSCENDENCE

CHR 1196 \$29.95 | Available May 2020!

Karmaka, the game where players climb the karmic ladder to transcendence, hits shelves in a new edition published by Chronicle Books. Originally a successfully crowdfunded project, we talk with one of the developers, Eddy Boxerman, about what makes the game unique and what fans can expect from this new edition.

Q: What inspired *Karmaka*?

A: Two different things: First, after playing deckbuilding games, I thought a reincarnation theme would fit well with the deck cycling/evolving mechanic. Second, I was considering how to encourage people to be nicer to each other in the real world by gamifying certain aspects of social networks, like introducing "karma points" people could give as thanks for good deeds. The concept of karma circled around in my head, eventually attaching itself to the reincarnation deckbuilder idea, and voila — that became *Karmaka*.

Q: Karma could just have been a clever gimmick, but it's well executed and fits the gameplay.

A: The "what goes around comes around" aspect of gameplay resonates with people's conception of karma, at least in the West. But we wondered how people who were more steeped in it would react to its "appropriation." Luckily, when playtesting the game at conventions, a number of players who identified as Buddhists liked it, and felt the mechanics lined up nicely with their conception of Karma in that the player has choice, but there are inevitable consequences.

Q: An interesting aspect of the game is that players can use cards (both good and negative) on other players, but then must relinquish that card to the person affected, who then can use that card on the person who originally played it. It's like "instant karma."

A: Yes, the immediate and clear repercussion — that you have armed your rival in the future — often gives players pause, which is definitely what we were going for. As a result, some may choose to avoid playing cards for their abilities, and treat the game as a pure race; some players, however, hardly give it a second thought... at least at first. But most

players, once they've gained experience, find a balance that works for them. And even folks who sometimes shy away from "take that" games like *Karmaka* due to this counter-balance.



Q: The game has won awards for its dreamy artwork, what was the vision, and how did it develop?

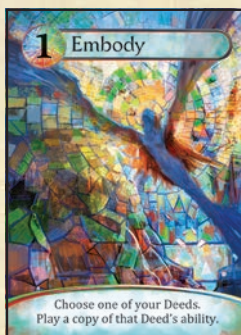
A: Hats off to Marco Bucci, who created beautiful paintings for *Karmaka*, including the box and ALL of the cards. (Lane Brown knocked it out of the park on the Karmic Ladder, as did Scott Nicely on the graphic design.) We had been talking with Marco for years about working on a project together, and when the idea for *Karmaka* coalesced, he was game. Originally, we considered Eastern art styles, but once Marco was on board it made sense for him to explore a style that fit in his wheelhouse. We loved his initial, impressionistic sketches, and then set out to define the specific vibe and theme of the game, which took some time. In the end, we stuck with natural themes and settings, including animals and landscapes, but very few people, and even less that could tie the game to a specific period in history. We wanted it to feel universal and timeless. Needless to say we're happy with how it all turned out.

Q: This new version of *Karmaka* has 12 metal karmic rings, whereas the original used cardboard. Why this upgrade?

A: In general I'm thrilled that *Karmaka* is getting this second edition, but the icing on the cake is the metal rings! It's something envisioned from the beginning, but due to cost, weight, and complexity, it wasn't possible. It seemed like such a natural fit though, so much so that some players ended up sharing pictures of metal rings they purchased to fancy-up their copy of the game, which we thought was awesome. For this second edition, Chronicle — working with Panda — developed these gorgeous metal rings that look like the art that Lane created for the original chipboard tokens. So cool. I love the weight and heft of them in my hand, and I'm sure our players will, as well.

...

April Whitney is a marketing manager for Games at Chronicle Books. She is an avid gamer with a penchant for word games, and can be found at comic-cons cosplaying redheaded characters.





PAINTING HAPPY LIL MINIS

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EPISODE #24 - SUB-ASSEMBLIES

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our *Game Trade Media* Facebook page — Thursdays at 2pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

WHAT ARE SUB-ASSEMBLIES?

Many miniatures are provided by the manufacturer in one piece. Most of the time it's because the minis are fairly straightforward in their design, other times it is because the manufacturer has pre-assembled the minis for you, allowing you to get them onto the gaming table almost immediately.

There are quite a few companies, however, that provide their models in a number of parts, typically so that hobbyists can create a variety of poses to suit their needs or because the assembled models would be too awkward to package appropriately. When working with minis that you need to assemble, sometimes it makes more sense to paint parts of the model before you fully assemble everything. This is called using "sub-assemblies".

These reasons could be to ensure that you can easily paint all parts of the model, rather than trying to thread your brush through different openings to get to places that are not quite hidden, or because you might want to paint different areas differently. For example, some models might be best primed black and drybrushed silver, while armor plates that go over the top are best primed white and cleanly painted with bright colors. Whatever the reason, the same process is typically used.

In the example on the opposite page I show you how I painted my *Chaos Gorebeast Chariot* for *Warhammer: Age of Sigmar*. Had I assembled everything fully, it would have been incredibly difficult to get my brush in and around the legs of the chariot driver and passenger, and the trophy poles would have been in the way to create a great look on the billowing cloak.



When painting in sub-assemblies, it is best to attach each piece to a base or handle of some sort. For this project I used poster putty to attached the pieces to paint pots I wasn't using for this project. I have also seen people use corks and wooden dowels, even attaching smaller pieces like heads to paperclips. There are a number of different ways, so feel free to use the approach that suits you best.



Assemble each piece of the model, and texture the base (if appropriate).



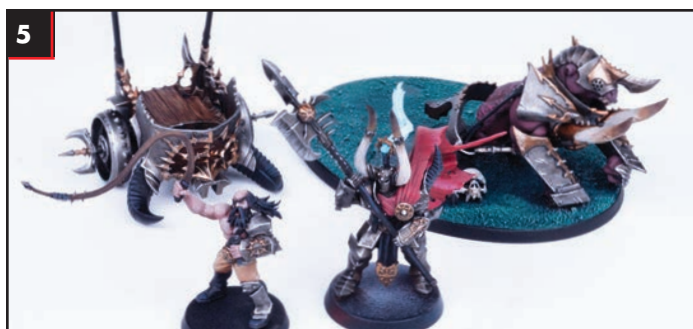
Attach appropriate pieces to spare bases using superglue (for easier removal later).



Prime the various sub-assemblies in the appropriate colors. I primed the Chaos Warrior in black, then by white for the cape.



Use a strong poster putty to attach the pieces to old/spare paint pots.



Paint each of the sub-assemblies separately, or in a batch, as we discussed last episode.



Glue each of your sub-assemblies together. You can see the various areas that we would have struggled to reach cleanly.

NOT JUST FOR EASE OF PAINTING

Another reason to use the sub-assembly approach might be when you want to make a miniature in your collection "multi-purpose". The example miniature shown here can be built as either a Slaughterbrute or a Mutilath Vortex Beast (how cool is that name?) but by keeping it in sub-assemblies we can magnetize it and switch the pieces that vary it's overall appearance on the tabletop - the heads and the back pieces. In this case sub-assemblies not only help us paint the miniature, but also give us more options in our miniatures collection!



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life





ETERNAL - CHRONICLES OF THE THRONE (RGS 02034)

From Renegade Game Studios, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



 12 & Up	 2 - 4 Players
 30 - 45 Minutes	 \$25.00

Do you like deck-building games? Well, we LOVE deck-building games, and this one did not disappoint! This is not a collectible card game (those we don't like as much), but it is based on a CCG called *Eternal*. The story is that the King has gone missing, and members of the family are each seeking to win the throne in their own way. While this game has the mechanics you would expect from a deck builder, it also includes a lot of extra features that make this one a bit different. It played very well with two players, which we also liked because sometimes deck builders plays better with more people — this one did not lack at all with just the two of us. The main goal is not to lose all your health. If you do, you are out of the game. With two players, whoever loses all their health first loses the game, and the other person wins! Let's take a look!

SETUP

Each player receives a health counter and starts with a count of 25. Health can go down, but it can also go up! If you reach 30 health, there are unique tokens to track even higher health counts if needed. Each player also receives two warp tokens, and a starter deck of 10 cards consisting of nine basic cards and a unit card to start your troops. One hundred *Forge* cards are shuffled together, and a tableau of 6 is laid out on the table, like most deck builders. There are also some unique cards: 7 veteran Mercenary cards, and (for a 2-player game) 4 Seek Power cards, which are placed on top of an *Eternal Throne* card. Both are set to the side of the *Forge* cards. More on that later! Other tokens are put to the side for use in the game as you play: Counters to add or subtract strength from a unit, Grenadian/Yeti/Calvary tokens, Flying/Lifesteal tokens, and a Valkyrie Wings token. These tokens are used during the game when cards and actions call for them.



There are four types of *Forge* cards:

- Basic — you start your deck with these, and they have the power to allow you to buy more cards



2. Relics — these typically stay in play to give you special abilities during your game
3. Spells — used when applicable
4. Units — these are very important as they are used in battle to attack and defend

Cards can also be related to five different factions. Some cards may provide additional actions or abilities if you play another card of a specific faction during your turn.

GAME PLAY

Like most deck builders, each player shuffles their deck and draws a certain number of cards. On each turn, you draw five, but on the very first turn, the first player draws three, and the second player draws four to start the game. After that, you draw five. As your draw pile empties, you shuffle your discard pile to make a new draw pile.

On your turn, you must play all of your cards in your hand, but can play them in whichever order you choose. There are three steps to your turn:

1. Actions
 - a. You can play a card from your hand
 - i. Relic cards are usually put in your play area and remain in play in your future turns. For example, Jane had a Relic that gave her units flying abilities even if they were not usually a flying card
 - ii. Spells are played immediately and can help you in many ways



- iii. Basic cards typically help you buy more cards
- iv. Unit cards are put into your "battle" area in front of you. You are either getting ready to attack the next player, OR you are putting them there to defend if the last player attacked you
- b. Purchase cards from the Forge — many of the cards have a Power symbol, which is currency. Each card in the Forge has a cost to it, and you can buy whatever cards you can afford. When you buy a card, it goes into your discard pile UNLESS the card has a Warp symbol on it — that allows you to turn over and use one of your Warp tokens to put that card into play immediately! We LOVED this mechanic. Each player receives two Warp tokens to use. You can also purchase Veteran Mercenary cards or Seek Power cards at this time.
- c. Block an enemy who is attacking you — if the prior player put up an attack on you, you should put the unit into the battle area to defend the attack
2. Damage — If another player attacked you and cannot defend against it, you take that amount of damage away from your health meter. Example: On Phil's last turn, he places two units in battle — one with a strength of three and another with a strength of two. On Jane's turn, she only has one unit card with a strength of two, so she defends that one, but then she has to take three damage to her health. Once

a player gets to zero health, they are out of the game, and with two players, that makes the other player the winner.

3. Clean up — all played cards go into the discard pile, and the player draws a new hand of five cards for the next turn.

Another cool mechanic of this game involves the Seek Power cards. In a two-player game, there are only four that can be purchased. However, once all four are purchased, the Throne card is revealed! A lot of the cards have a special Throne symbol on them (including the Seek Power cards), which allow new actions and features to be used once the Throne is revealed. For example, in each player's starting hand, there is a Refresh card that cannot be used until the Throne is revealed. This card allows you to refresh your Warp tokens so you can use them again!

Even though this game has a lot of the standard deck building mechanics we are familiar with, we enjoyed the unique features it brought to the table. We look forward to playing this one a bunch more! They have a version of it for your tablets, as well! If you know us, you can guess that we will be downloading that, too!

Please check our website and YouTube page for more great game reviews for two players!

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



CABO: DELUXE EDITION (BEZ CABX)

From Bezier Games, reviewed by John and Isaac Kaufeld

 8 & Up	 2 - 4 Players
 30 - 45 Minutes	 \$19.95

Unicorns capture the imagination. They're fantastic and mysterious, and, I think, prone to some mischief. (Granted, I don't have evidence of that, but that's my story and I'm sticking to it.)

Given that heritage, it makes sense that *Cabo Deluxe Edition* from Bezier Games uses the search for a playful unicorn as its central theme. This deluxe version of the game features two linen-finish decks with unique card backs to make games go faster (one player shuffles while another player deals), along with an oversize score pad for recording your games, all stored in a solid slip-top box.

But enough of the basics — let's start catching unicorns. Here are the top five things you need to know about *Cabo Deluxe Edition*.

GETTING STARTED

Cabo uses a deck of 52 cards numbered zero to 13. The deck contains four of each card from 1 to 12, and two each of zero and 13. The 7 through 12 cards also have special abilities in the game (more about that in a moment).

The game's goal has two parts: be the first to finish a hand *and* score the lowest number of points. But unicorns can be mischievous, so things may not go exactly as you planned.

CARDS UP AND DOWN

Cabo is a "draw and play" game that uses both hidden and revealed cards. That can be a little confusing the first time you play, but you'll get the hang of it quickly.

Everybody starts with four face-down cards in front of them. Peek at two of your cards and try hard to commit them to memory, because that's the only time you get a free look.

On your turn, you can draw a face-down card from the deck or a face-up card from the discard.

If you draw from the face-down deck, then look at the card. If you don't like it or if it has a special ability you want to use, then discard it.

If you like the card and want to keep it, exchange it with a card in your hand by playing it face-down (from the draw deck) or face-up (if it's from discard). Then reveal and discard the other card. If you have a pair of matching cards in your hand, you can reveal and discard both of them in a two-for-one trade. Nice.

STRATEGIC SPECIAL ABILITIES

The special abilities on the 7-12 cards add more twists to the game. You can use their abilities only if you draw them from the face-down deck and immediately discard them. Revealing a special ability card when exchanging cards in your hand doesn't trigger its ability. Sorry.

Peek (7 and 8) lets you look at any one of your face-down cards. Spy (9 and 10) means you can see one face-down card in another player's hand. Swap (11 and 12) lets you exchange a card with an opponent. (Just trade them, don't flip them.)

TRIGGERING THE LAST ROUND

At first blush, winning a hand of *Cabo* seems pretty simple: Gather the lowest point cards, call "Cabo" to signal that you're ready to score, and then write down a score of zero. Seems straight forward, but there's plenty more to it — and that perfect hand you assembled might lead to a surprising number of points in your column.



When you call "Cabo" and trigger the end of the hand, everybody else gets one more chance to play before scoring. They can trade out a card, trigger a special ability to inflict a last-moment adjustments to your hand, or go whole-hog and do a multiple card exchange.

When everyone finishes, they reveal their hands and add up points for final scoring.

FINAL SCORING SURPRISES

First, you check if anyone ended with only two 12s and two 13s in their hand. If they did, then they score 0, everyone else scores 50, and you start dealing a new hand. (Surprise!)

Otherwise, if you called "Cabo" and you have the lowest total points, you score zero while the others get the total of their cards. But if you don't have the lowest total points, then you get the total of your cards *plus* 10 points. (Ouch.)

The game ends when someone has more than 100 points. In one final twist, if you score exactly 100 points, then your score resets to 50 and the game can continue if nobody scored over 100, but that only happens once for each player (otherwise you'd still be playing next week).

VERDICT

In this latest boxed version, *Cabo Deluxe Edition* gives players plenty to love. We wholeheartedly recommend it.

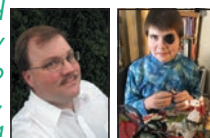
It's a beautifully expanded and upgraded game that plays fast and delivers lots of surprises. By reducing the number of players to four and making some solid edits to the rules, Bezier fine-tuned the game to increase the fun while maintaining what people loved about the original.

The cards feel good in your hands and shuffle cleanly. The card artwork makes things easy to discern for all players, regardless of visual acuity, with large numbers and simple text set against a contrasting background.

If you want to try something new after playing the basic game a few times, visit the Bezier website and look up the expert play alternate rules. They definitely add some new twists.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?





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ZOMBICIDE: INVADER (COL ZCS001)

From CMON, reviewed by Thomas Riccardi

 14 & Up	 1 - 6 Players
 60 Minutes	 \$99.99

Mankind has always yearned to explore the depths of space. This exploration was akin to the gold rush that happened many years ago as people went out into the void to make their fortunes. The planet PK-L7 has a unique element that can be used as a new energy source. Xenium is a substance that has been found only in the depths of the planet as people mined for it. Now the alien species that inhabit that planet have become violent towards the survivors and they will have to work together to stay alive. This is the premise of the new game released by CMON entitled *Zombicide: Invader*.

When you first open the box, you are greeted with a myriad of components that you will need to play this game. The usual dice, rulebook, tokens, cards are included but there are also six survivor dashboards that allow you to keep track of your character's condition, equipment, etc. There are also 9 double sided game tiles that represent the terrain that you will be battling on. But the star of this boxed set has to be the 72 miniatures included within this set! There are six survivors that include military and civilian survivors as well as a protector bot and a sentry gun. The rest of the miniatures are the Xenos that range from the lowly worker to the dreaded spoiler abomination. Each of these miniatures are pre-assembled and can be either played right out of the box or be painted.

Ready to get started? First you need to select from the missions that are in the back of the rulebook. They suggest starting with the tutorial breach which will give you a feel for the game and it is one of the shortest scenarios in the game. There are ten missions to choose from and they can be played either separately or linked to form a narrative campaign. Once the map is setup by placing the tiles, spawn zones as well as any other items that are required by the mission it is time to start playing.

There are two phases: the Player's Phase and the Xeno's Phase. The players phase involves controlling survivors as each of them can perform three actions per turn. The actions can be moving from room to room, searching for equipment or attacking the other Xenos they may come across. Searching for equipment varies from survivor to survivor as those with a military background can only search in armories (notated as a red square on the map). Civilians however, can search anywhere and can find some useful items scattered around the complex. Once a survivor has line of sight on one of the Xenos they may choose to open fire or engage in melee combat. Each of these weapons have a variety of attributes including weapon type, range, dice, accuracy and damage. To see if you hit a target you roll the amount of dice indicated on the card. You must get an equal or greater score to hit. If you succeed and hit your target, you can designate damage to the Xenos and remove them from play. You then generate experience points which are tracked on your dashboard the more experience you get the better you are at killing these creatures and staying alive. If your character's weapon made noise you need to place



a noise marker on your location as this will draw the Xenos to your location.

The Xenos phase has each of the active monsters either attack a survivor that is in the same zone as them or move towards a survivor. Each time Xenos will first move towards a survivor that they can see and next move towards an area where the most sound tokens have been generated. The next step is to spawn Xenos in the areas on the map (usually marked with mold). They cannot move this round but will be able to next round. The end phase is removing all the noise tokens and passing the token onto the next player. This is a great game that can be played with up to six people and while you can play it solo, it is an amazing game to play with all six people so you can try to stave off the attacks of the Xenos.

Zombicide: Invader is a strategic game that has easy to learn rules, amazing miniatures and a unique setting. For more information on this and other great games head over to www.cmon.com and get ready to fight against the Xenos

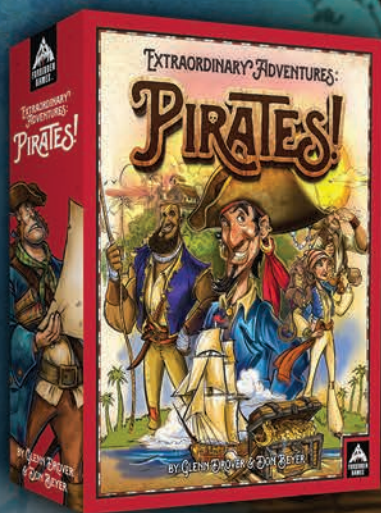
When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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